

Brett Skogen

HEXEN II™

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HEXENII

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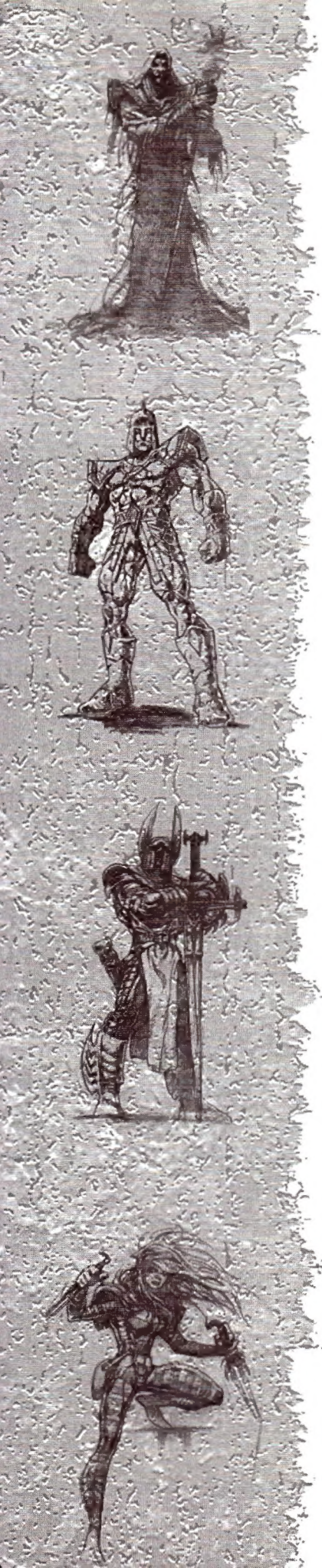


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Library of Congress Card Number: 97-61753
ISBN: 0-7821-2211-6

Manufactured in the United States of America

10 9 8 7 6 5 4 3 2 1

ACKNOWLEDGMENTS

Having worked in many editorial offices, I know my way around the publishing cycle. In fact, I've done almost every editorial task except write a book myself. One thing's for sure, though, the crew at Sybex knows books, knows games, and knows how to guide a first-time author through the ropes. My sincere thanks to Roger Stewart, Kim Askew, Jonathan Loucks, Krista Reid-McLaughlin, Scott McDonald, Theresa Gonzalez, and Maureen Forys. I purposely left one person out of that list, because to put him there would be a crime: Acquisitions & Development Editor Dan Brodnitz deserves special acknowledgment indeed.

Thanks, Dan, for the constant encouragement, the schedule tweaking, the explanation about figures and graphics, the primer on FTPing, the lowdown on targa files, the many lessons on level heads, the Saturday-at-midnight chapter critique, and all those darn smiley faces. I appreciate all of your help, Dan, thanks!

Special thanks to Bart Farkas who did an excellent job writing Chapters 12, 13, and the Appendix.

Many thanks also go to the people who made this great game great: the folks at Raven, id, and Activision. This book would never have been published had it not been for the generous help of Steve Stringer at Activision, Barrett "Bear" Alexander at id, and the very patient Tom Odell at Raven. Also, cheers to Raven's Bob Love, Eric Biessman, Brian Raffel, Rick Johnson, and Mike Gummelt for compiling lots of data for me when they should have been celebrating after going gold. Thanks guys!

And finally, my behind-the-scenes heroes: Starbucks coffee, Noah's bagels, Phil Woods' sweet sax, and my Monster 3D card. And I can't forget my Vegas buddies Aaron, Rob, Tracy, and Little Dudes Tyler and Dylan.





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APPENDIX THE HEXEN II CONSOLE

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INTRODUCTION

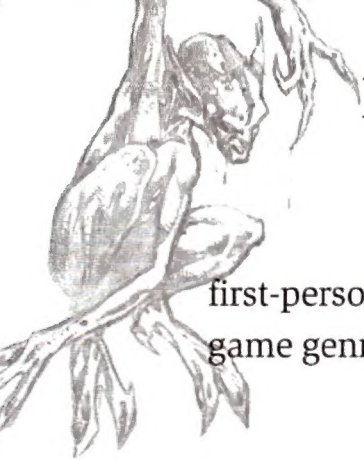
Although the first two Serpent Riders—D'Sparil of *Heretic* lore and Korax of *Hexen* fame—are dead, a third Serpent Rider, Eidolon, lives on! Eidolon's creating unbalance in the universe and making life awfully difficult for all of mankind. Between the Serpent Rider's beastly servants—including his personal Generals: Famine, Death, Pestilence, and War—and Eidolon himself, you will be in for the fight of your life.

Welcome to *Hexen II*, the newest addition to Raven's *Heretic/Hexen* series. This time around, though, the game uses the peerless *Quake* engine. Feast your eyes on a 3D world so immersive, detailed, and compelling that you'll feel like you really are part of the game.

Just as *Heretic* and *Hexen* improved upon id's existing *Doom* engine, *Hexen II* pushes the *Quake* engine to new heights as well. Specifically, you'll notice many enhancements to the original *Quake* engine, including the profusion of color, rich variety of textures, complexity of architecture, interactivity with environment (you can smash just about anything that's not a ceiling, a floor, or a wall), advanced character AI, detailed and varied character animations, complexity of enemies, and awesome use of translucency.

The best measure of a game's worth, though, is not its bells and whistles, but how fun it is to play. That's where the folks at Raven really shine—*Hexen II* is a tour de force. You will constantly be surprised by the detail and breadth of the four distinct Hubs in the game, based on Medieval Europe, Meso-America, Egypt, and Greco-Roman architecture and lore. The level design is phenomenal, and you'll frequently forget that you're playing a 3D first-person shooter, and instead feel like you're in a graphic adventure or role-playing game. This is a thinking person's game—you'll need to use the environment and artifacts to their fullest in order to make it to the final battle with Eidolon. Although *Hexen II* is without question a





Introduction

first-person shooter, it's a rare game indeed that can successfully merge game genres and not lose its intended audience.

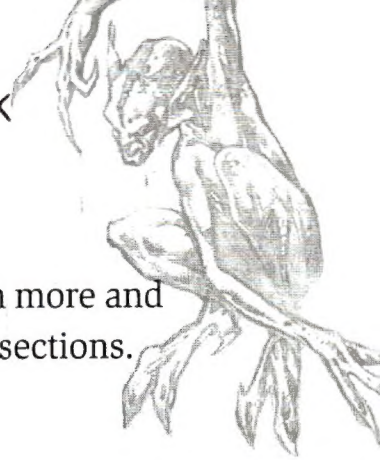
WHAT'S IN THIS B⊕⊕K

This book covers every aspect of *Hexen II*, from the basics of playing a 3D first-person shooter, to the often-subtle task of puzzle solving and navigating through the single-player Hubs, and finally to savvy strategies for multiplayer survival and the challenging multiplayer Deathmatch scenarios. The book is divided into three parts:

- ✚ Part 1: Nuts and Bolts
- ✚ Part 2: Thyrion's Four Continents
- ✚ Part 3: Multiplayer and Beyond

PART I: GETTING UP T⊕ SPEED

The five chapters in this part introduce you to the characters, weapons and items, and beasts in the world of *Hexen II*. Chapter 1 covers basic and advanced fighting strategies as well as how to tackle the tricky puzzles in the game. Chapter 2 introduces the four character classes you can play in both single and multiplayer games. Not only will you learn the specific attributes and skills of each class, but you'll learn how best to use their unique abilities for success. Chapter 3 gives the lowdown on the 16 weapons available in the game, including the special effects the Tome of Power has on each. Chapter 4 provides a description and strategy primer on all items and artifacts found in the game's environment. Finally, Chapter 5 covers the baddies in full detail—with stats and strategies on how to defeat each with grace and style...or at least without dying first.



You will want to refer to this part often, because as you gain more and more experience in *Hexen II*, you'll take more away from these sections.

PART 2: THYRION'S FOUR CONTINENTS

These six chapters provide a comprehensive, step-by-step walkthrough of all levels and Hubs found in the game. Use this section as a jump-start when you're hopelessly stuck, or use it as a handy roadmap to get the most out of your exploration. Please note that I played the game—without cheat codes!—as the Assassin character class on the third most difficult level, Executioner. Therefore, if you play an easier difficulty level, you'll encounter fewer beasts; and if you play at the hardest level, you'll see even more. Also, in the name of game balance, the item and artifact placement for each difficulty varies as well. Thus, easier levels have lots more health items and mana than harder ones.

Chapter 6 covers the “introduction” levels that take you to the first Hub. Chapters 7 through 11 cover the five Hub levels, King's Court, Plaza of the Sun, Temple of Horus, Hall of Heroes, and finally, Cathedral.

PART 3: MULTIPLAYER AND BEYOND

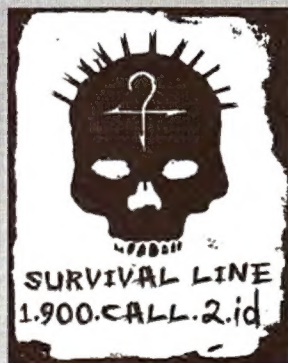
Once you crush Eidolon and save Thyrion from evil forever, you'll want to try the ultimate test of *Hexen II* and play against another human. It takes more than nimble fingers, though, for multiplayer success. The world is replete with weapons, items, and artifacts that can make all the difference between winning and getting fragged beyond recognition. Chapter 12 presents specific strategies for multiplayer dominance as well as blow-by-blow coverage of the Deathmatch levels. As a special treat, Chapter 13 includes an interview with the producer of *Hexen II*.

APPENDIX

Hexen II has an easy-access command interface that lets you play with the game engine. This appendix provides a quick primer on the *Hexen II* console.

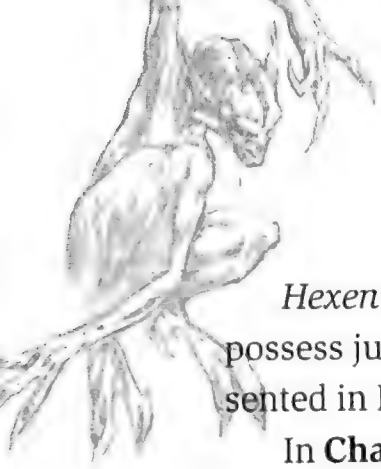
Now, let's frag some sheep *and* save the world as we know it!

To receive hints for id Software games, call the id Survival Line, which is open 24 hours a day, 7 days a week. There are two ways to reach the Survival Line: call 900-CALL-2-ID, or call 800-ID-GAMES. You must be 18 years or older, or have parental permission, and have a touch tone phone to call the 900 number. You will also need a touch tone phone to use the 800 number. Either way it will cost .90 cents per minute, but you can use your credit card for the 800 number. To get the goods, you can order id merchandise by calling 800-ID-GAMES.





NUTS AND BOLTS



Hexen II is a tough game! It will take every bit of wit and brawn you possess just to get through it. But with the facts, hints, and strategies presented in Part 1, you'll gain more than a fighting chance.

In **Chapter 1, "Getting Medieval: Environment and Battle,"** you'll get a player's view of *Hexen II*'s environment, tips to help you recognize and solve puzzles, strategies on how to move and fight during battle, and cheat codes.

The first and most important decision you'll make is what character you'll be. The four character classes are unique, with their own attributes and abilities. You'll need to know the different strategies required for each character class. Look no further—you'll find all of the important facts in **Chapter 2, "Character Classes."**

Though the characters are powerful, they are harmless without their weapons. Choosing the correct weapon for any particular situation is a skill worth learning. Luckily, **Chapter 3, "Weapons,"** takes you on a basic training tour of the lot.

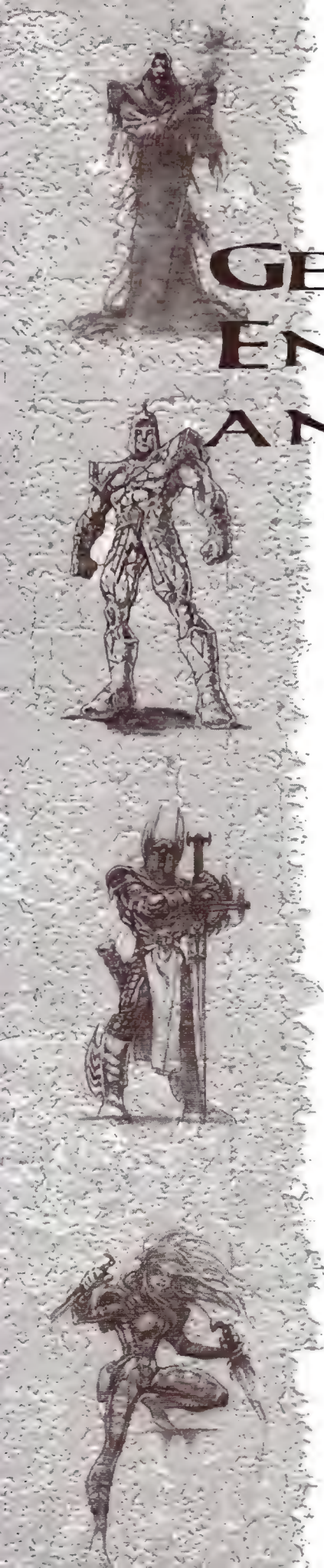
Although each character has an arsenal of only four weapons, there are over a dozen special items and artifacts that can make the difference between living and loading up a saved game. **Chapter 4, "Armor and Artifacts,"** will not only tell you what each inventory item does, but, more importantly, it'll explain how and when to use it.

Part 1 concludes with hard-hitting strategies on how to take down each of the foes you'll encounter. If you're getting whipped by a bully, **Chapter 5, "The Beasts of Thyrior,"** is definitely your salvation.

There you have it—all the facts, stats, and strategies to get you started on a winning journey...

Let's get ready to rumble!



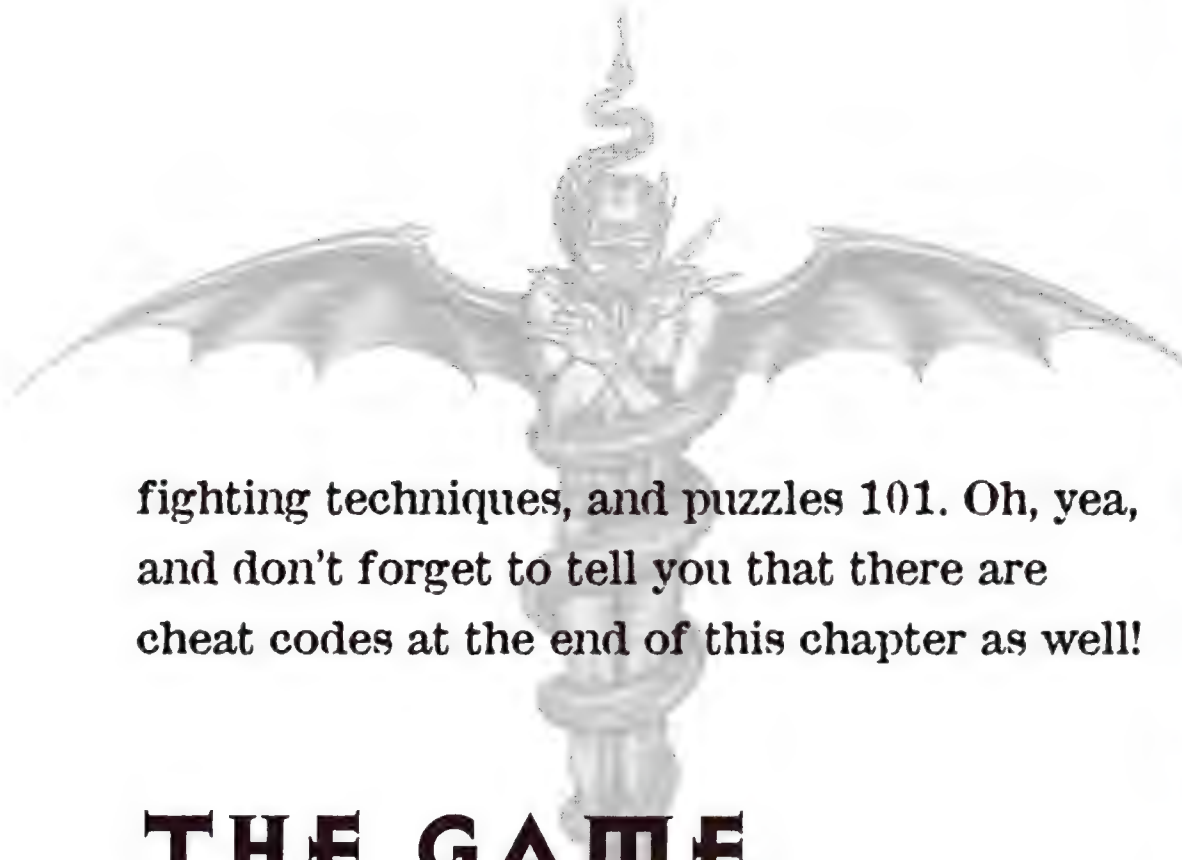


CHAPTER ONE

GETTING MEDIEVAL: ENVIRONMENT AND BATTLE

This is a simple game. All you have to do is stay alive, solve the environment puzzles, and, finally, confront the greatest enemy of the land, Eidolon. Simple does not mean easy, though. *Hexen II* will be one of the most challenging games you have ever played—and it will also be one of the most rewarding.

Consider this chapter a *Hexen II* primer. For those who have played *Heretic* and the original *Hexen*, you'll already know the basic gameplay experience. However, with the new game engine and the progressive minds at Raven, *Hexen II* has many nuances that you, the gamer, must incorporate if you wish to survive the journey. Gather around for a lesson on the game interface, gameplay control,



fighting techniques, and puzzles 101. Oh, yea, and don't forget to tell you that there are cheat codes at the end of this chapter as well!

THE GAME SCREEN

The game interface is easy to understand and intuitive. (See Figure 1.1.) The bottom panel gives the character's Health Points (HP), Armor Class (AC) boost, the item selected for use, the Blue Mana level, and finally the Green Mana level. Along the bottom margin, the red jewel slides from left to right indicating the relative health status of the character. All the way to the right indicates full health, and all the way to the left means death is imminent.



Chapter 1 Getting Medieval



FIGURE 1.1: Get used to this view! Here a Crusader looks down the barrel of his Ice Staff.

Hold down the Tab key to bring up the inventory panel, as shown in Figure 1.2. Here you can see the current character level and experience point total, along with the current attribute levels. Also, you can tell what abilities the character has acquired through his or her experience.

In the right-hand part of the panel you can see all of the puzzle items you've collected. As you use items, for example a key to enter a locked door, the item will disappear from inventory. If you don't remember what the puzzle items are specifically, press the Q key on your keyboard and

The Game Screen

all of the inventory items, with their names, will appear on screen—very helpful when you forget what the heck you’re supposed to do next.

Below the puzzle items is the area for the armor items. You can monitor the effectiveness of each item by noting the number below each: +20 is full strength. The bottom left area of the panel is where the rings appear. Note that below each ring is a status bar, showing the relative time left on the effectiveness of the ring’s special ability.

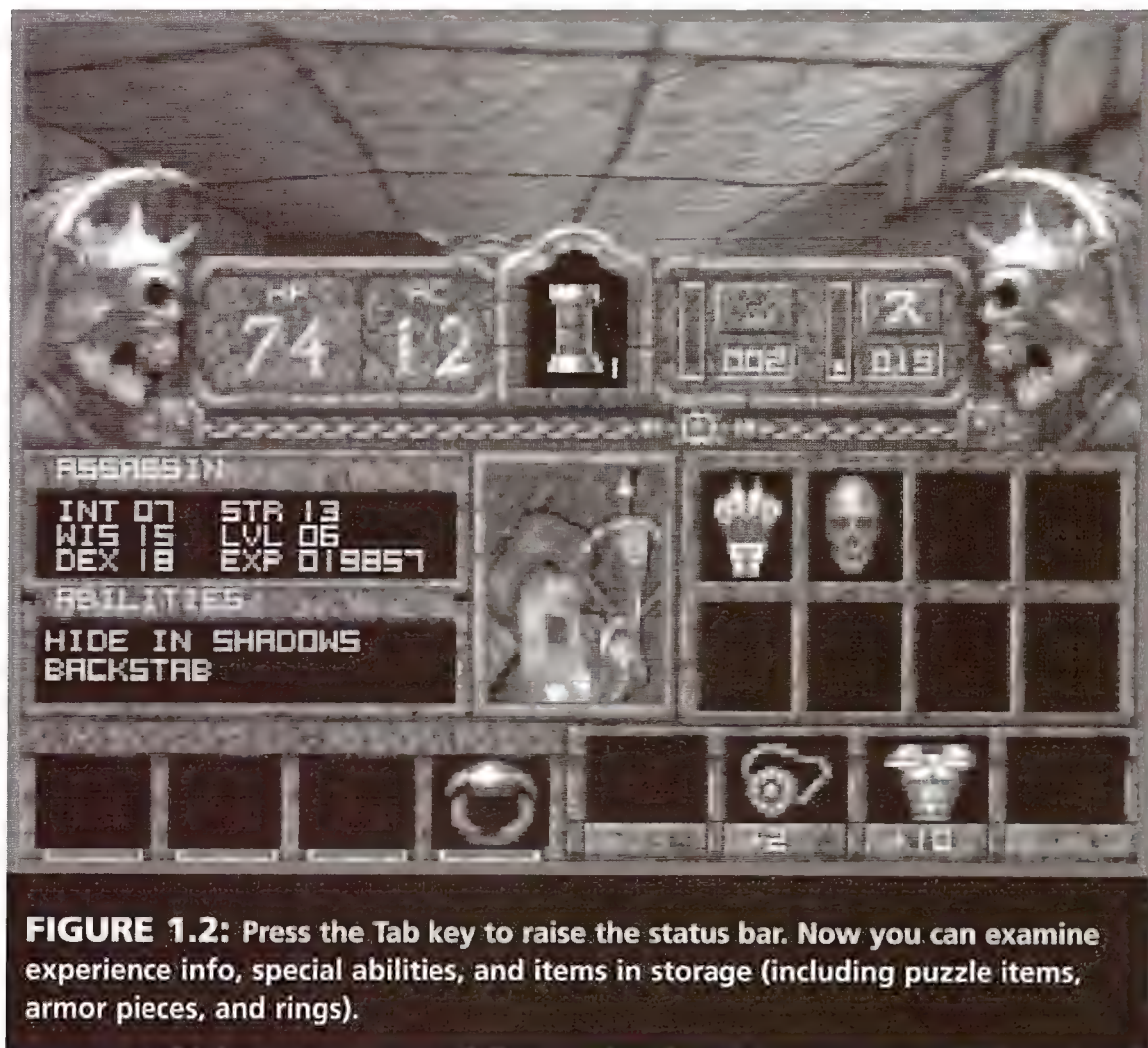


FIGURE 1.2: Press the Tab key to raise the status bar. Now you can examine experience info, special abilities, and items in storage (including puzzle items, armor pieces, and rings).

CONTROLLING THE ACTION

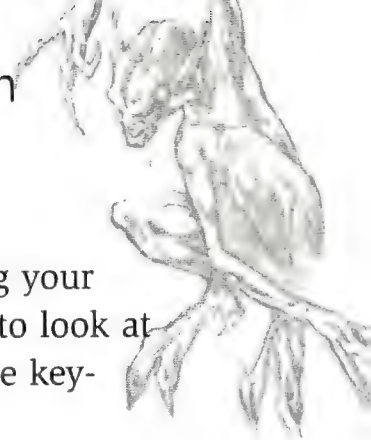
Yes! You *can* be in control. In this section, you'll learn to customize how you play *Hexen II*. In fact, how comfortable and familiar you are with your controller and key configuration setup has a lot to do with your success in *Hexen II*. Just like every player has his or her own style, the same goes for controller choice. It doesn't matter how "great" the configuration is if the player doesn't know how to use it.

There are three main game setups you can use. The default configuration that loads up with the game works with both keyboard only, and keyboard and mouse.

 **Keyboard only.** The advantage of keyboard-only control is that it tends to be simpler to execute, and all controls are in one place directly in front of you. There are limitations with this setup, however. The biggest problem I find is that it's hard to fine-tune your weapon aim by turning with the arrow keys. Sometimes a tap on the left arrow turns you too far to the left, and another quick tap on the right arrow turns too far to the right. Meanwhile, you're getting pummeled by return fire. Also, you can turn around faster with a mouse than with the arrow keys—that's helpful when you're trying to outdistance a Golem to get some shots in before it reaches you.

 **Keyboard and mouse.** This setup provides the best, excellent fine-movement control of your character. Now you can turn not just with the arrow keys, but by moving the mouse side to side as well. This provides deadly accurate aiming capability and also gives the player more flexibility in making fast turns. There are some disadvantages, though; there's a lot of

Controlling the Action



work for the left hand to do (assuming you're using your right hand on the mouse), so you'll probably have to look at the keyboard more often than if you played with the keyboard only.



Keyboard and joystick. I couldn't get comfortable using a joystick with *Hexen II*; there are too many combat functions to effectively control gameplay. Also, the joystick doesn't allow the same fine-movement control that the mouse does, and the big handle grip is just too cumbersome in battle. However, if you spend the time getting used to the joystick—especially a fully loaded one with strafe capability—I'm sure there are some of you could whomp my behind using it.

You can change the default commands at any time in the game. Just go to the Main Menu, select Options, then select Customize Controls for the menu of commands. Use the up and down arrow keys to move among the list of commands. To change a game command, hit Enter, then the keyboard, mouse, or joystick button you wish to bind to that command. You can choose any key except the Function keys (F1 through F12), ~, and Esc.



NOTE

You can also link the inventory items to keys. This is the most helpful feature because when you're in the heat of battle, it's terribly awkward to toggle through the inventory items with the [] keys.

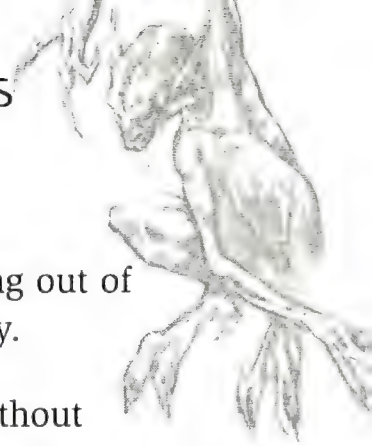
BATTLE BLUEPRINTS

It's a fact that you can neither explore the vast world nor solve any puzzles if you can't fend for yourself in battle. Even on the easiest difficulty level, you will come upon foes or groups of foes that you will not be able to go brute-force-against-brute force with. Collectively, the enemies have your Health Points out-numbered 1000 to one. The only way to win the war of attrition then is to use brains and quick wits to outsmart the beasts. Fortunately, most of your foes in the game are pretty daft and follow predictable patterns, so knowledge is your best weapon in *Hexen II*.

Here are some general battle principles to carry with you into your war against the Serpent Rider's evil minions. You'll notice one trend in particular in this list: movement is the key.

-  **Keep moving.** The worst mistake you can make is to stand around like a sitting duck (or should we say sitting sheep) while you try to figure out what to do next. Two great truths about this game are that it's fairly easy to dodge incoming fire and it's pretty easy to outrun your adversaries. Do both by constantly staying in motion.
-  **Run, don't walk.** There are only a few areas in the game where running is not advantageous (when on a tight ledge, for example). Toggle the Always Run feature to ON in the Options menu.
-  **Conserve Mana.** When up against a single, weak foe, weapon number one is often the best choice when Quartz Flasks are in greater supply than Mana Crystals. Be watchful, the super weapons are Mana guzzlers.
-  **Avoid being surrounded.** You can't effectively fight when surrounded by beasts. Either run away and plan your course of attack, or use a Disc of Repulsion to knock everyone away

Battle Blueprints



for a few seconds. If your Health Points are dropping out of sight, use a Chaos Device to leave the scene entirely.



Study strafing. Strafing means to move sideways without turning your body. Thus, your eyes stay fixed straight ahead as you move from side to side. This is undoubtedly one of the most important skills you can use in *Hexen II*, because it's fairly easy to strafe out of the way of every oncoming projectile in the game. It's a much better way of dodging weapon fire than turning and running! The default keyboard commands for strafing are , or < to strafe left, and . or > to strafe right. Use them!



Run circles around your foes. This is an advanced move that takes strafing to a higher level. When you strafe, not only do you move out of your foe's line of target, but you lose the line on your opponent as well. By combining the strafe and arrow keys, however, you can move in a circle around your enemy. That way, you'll keep your line of fire directed at him the whole time at the same time you're dodging his fire towards you. You need an open area to accomplish this move, and it'll take some practice on your part. Practice on an inanimate object first. To circle around in a clockwise circle, strafe left and tap on the right arrow button to keep facing center. Similarly, to circle counter-clockwise, hold down the right strafe button and tap on the left arrow button. You'll probably want to reconfigure your strafe keys to make it easier to make these moves.



When in doubt, escape. Prepare to run out of a dangerous area at any moment. You will develop a winning strategy that conforms to your gaming style, don't go changing your successful strategies just because you're surprised by a single evil minion. Run away and approach the exchange under your terms. If a Were-Jaguar ambushes you, it's often better





Chapter 1 Getting Medieval

to run away and come back later than stay around for a hand-to-hand battle.

PUZZLE POINTERS

Hexen II is really two games in one. First off, it's an awesome first-person shooter. But if the only thing you can do well is kill, you're only halfway there. You still need to keep on your journey through Thyrior if you ever expect to face-off with Eidolon. The creative minds at Raven bring more to the *Hexen* universe than just a linear killfest. Here are some helpful hints that will keep you on track and assist you in making progress on the puzzles that allow you to advance in the game.

-  **Clear out the monsters first.** When you enter a new level, deal with the beasts first, then start exploring the environment for clues and puzzles. This will become painfully obvious if you don't heed the following advice: The puzzles in *Hexen II* are not easy and require some concentration—you can't afford to take damage while you're reading someone's diary entry.
-  **Don't sleepwalk.** Even though you cleared out an area once, it doesn't mean it will stay that way forever. *Hexen II* supplies reinforcements for some of the monsters. The lesson here: even when you think you've cleared the level, maintain high HP and Mana levels and stay alert.
-  **Explore everywhere.** Go down every tunnel, into every nook of a room, and jump on every table and ledge. The *Hexen II* world is rich with hidden switches, triggers, and floorplates, and they often turn up in the most unassuming places. Also, it's wise to explore a level fully before you start using the teleports to other areas or levels. Otherwise, you might start confusing landmarks and have a hard time finding them again.

 **Go back to places you've been.** Another no brainer: *Hexen II* is a nonlinear game and if you don't retrace your steps now and again you won't get very far. Sometimes this fact is obvious, like when a screen pops up and says "You need the Stable Key." Other times, though, an action in one level triggers an unannounced change in another level. For example, in the King's Court Hub, reading the sand, glass, and lens clue—as shown in Figure 1.3—in The Shoppe triggers access to a secret room in the Stables level.

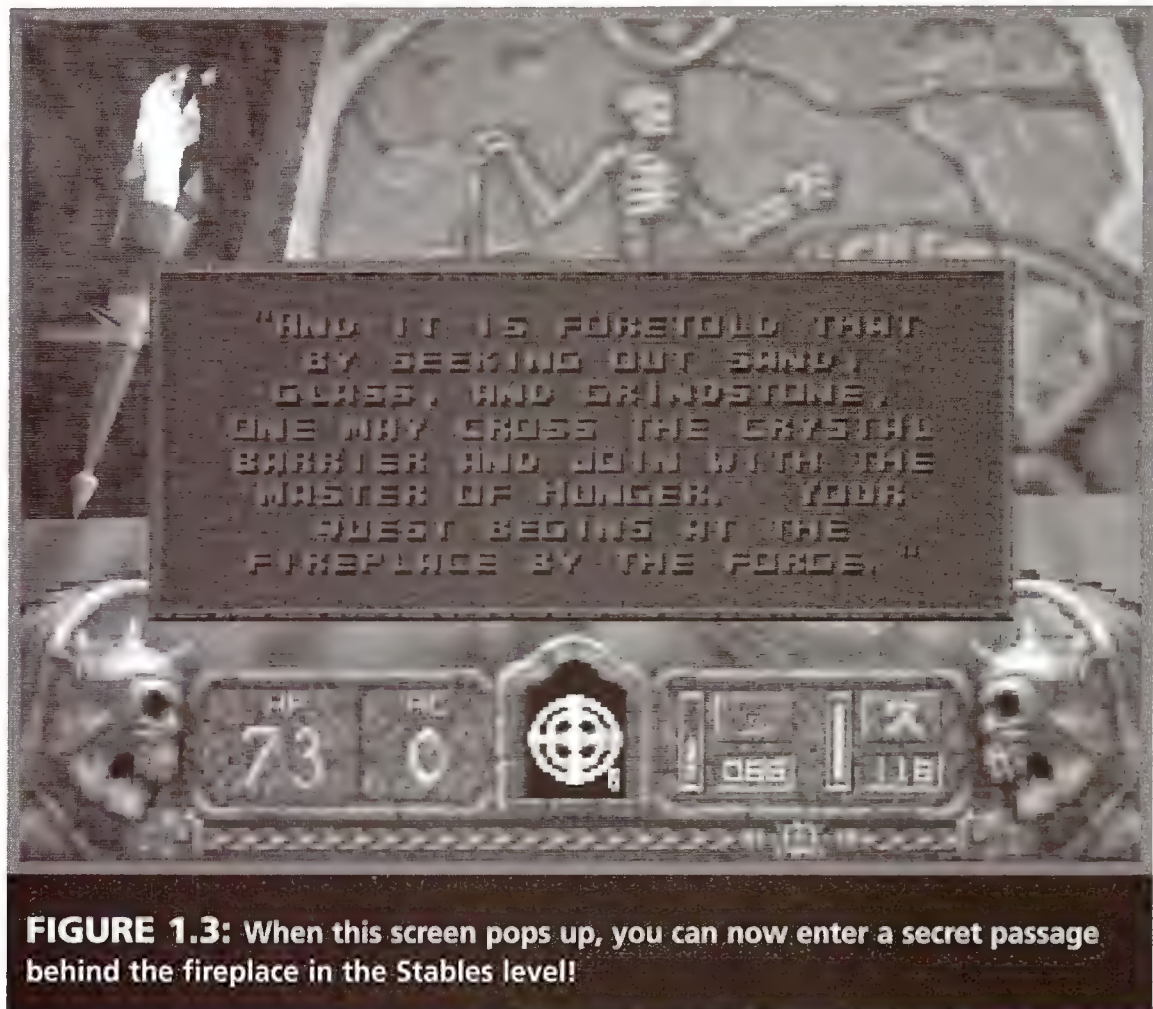


FIGURE 1.3: When this screen pops up, you can now enter a secret passage behind the fireplace in the Stables level!

Chapter 1 Getting Medieval

 **Look for the big clues.** When you see a message like the one in Figure 1.3, take note, the game's trying to tell you something! Throughout the game, there are books, plaques, and signs that can help you with puzzles.

 **Look before you leap.** When you've got a dangerous task ahead, using a little logic will get you farther than brute force. Save your game, think it over, then make your move. Although there are some tricky jumps and maneuvering in the game, by no means is *Hexen II* a keyboard gymnastics exercise—in general, there's always an easy way if you use your noggin (see Figure 1.4).



FIGURE 1.4: Be perceptive: there's a hard way and an easy way to get to the other side.



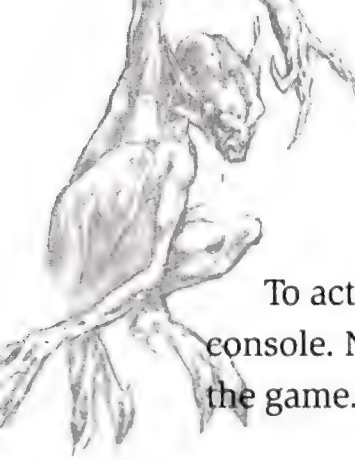
 **Pay attention to detail.** Again, this is a thinking person's game. No need to bang on every square inch of a room. It's better to look for subtle, but nevertheless obvious, clues. For example, look for texture changes and irregularities in the walls, protruding edges on a column or fireplace, a light shining through a crack in a wall or pile of crates, etc.

 **Don't be clueless.** All of the puzzle elements in *Hexen II* are foreshadowed in clues. Usually, there's a list of tasks to complete for a particular puzzle. For example, to break through a crystal barrier, you must first find sand, then melt the sand into glass, then grind the glass into a lens. Now with lens in hand, you can enter a new area.

CHEAT + CODES

There was a time when cheat codes were anathema—considered by hardcore gamers to be for weak, sissy players. In fact, cheat codes—if disclosed at all—used to be cast to a lowly appendix at the back of the strategy guide. However, cheat codes are a necessary artifact of the game design process. The developers need these cheats to jump to sections of the game and allow game and platform testers an opportunity to navigate through the world unencumbered.

So what are *Hexen II* cheat codes doing in Chapter 1 of this book? The obvious reason is that sometimes a player doesn't want to spend a week trying to get past a boss monster. But there's another reason: cheat codes can add another level of entertainment to games. They certainly give the player a chance to practice skills and strategies without having to reload a new game every few seconds. What's more, even in God mode, *Hexen II* is still a difficult game. And lastly, you can just plain have some fun. Don't you want 20 Seal of the Ovinomancers sitting in your back pocket?



Chapter 1 Getting Medieval

To activate these codes, press the ~ key to bring down the *Hexen II* console. Now type in the cheat code, press ENTER, then Esc to return to the game.

GOD This code activates God mode, which makes you invulnerable to all attacks. It's like having an infinite number of Icon of the Defender artifacts protecting your hide. Repeat the code to return to normal play.

IMPULSE 9 This code gives you the full complement of weapons for your character.

IMPULSE 43 Become a true artifact collector; use this code to gain 20 of each artifact and item. And, as an added bonus, you'll also receive all weapons plus all puzzle elements (including keys and special items). Note that the items won't appear in inventory, but will be there when you need them.

NOCLIP This code switches on the no clipping mode, which lets you walk through everything, including walls, obstacles, and monsters. You can, however, still take damage. Use the code again to return to normal play.

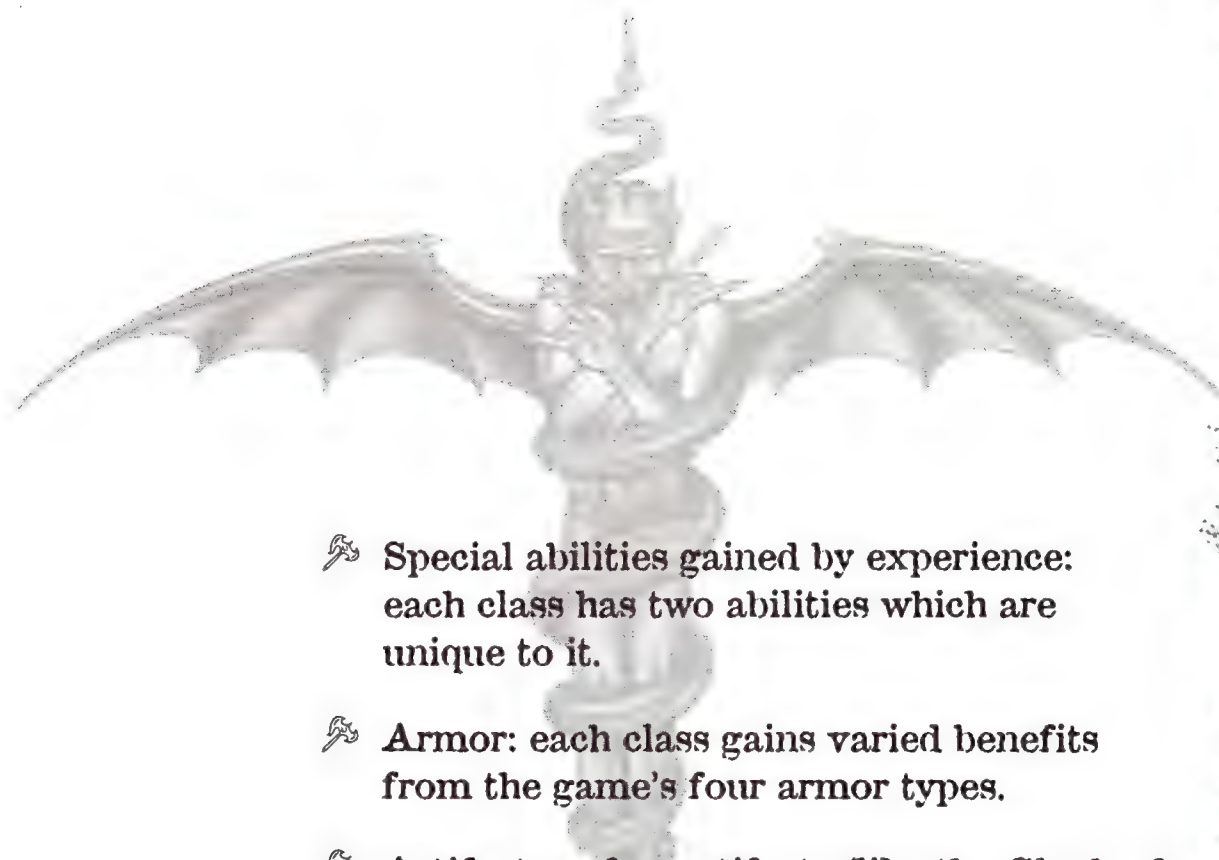
CHAPTER TWO

CHARACTER CLASSES

To embark on your brave—or perhaps foolhardy—quest against the Third Serpent Rider, Eidolon, you must first choose to become one of four unique characters. This choice is possibly the most important decision you will make in the entire game. As you'll see in this chapter, each of the four character classes has fundamentally different weapons, attributes, skills, and abilities when using artifacts. Choosing a character that suits your style of play—or personality—will make the game a much more enjoyable experience, and will help you become more successful during your quest.

The four character classes differ in the following ways:

- ✦ Physical and mental attributes: strength, dexterity, intelligence, and wisdom.



- ✧ **Special abilities gained by experience:** each class has two abilities which are unique to it.
- ✧ **Armor:** each class gains varied benefits from the game's four armor types.
- ✧ **Artifacts:** a few artifacts (like the Glyph of the Ancients and the Tome of Power) have unique powers depending on what character class is using it.

But the greatest difference is what weapons each class can use. Chapter 3 will cover all of the game's weapons—you'll find that they all have unique advantages and ways of being used.

Once you start a game with a character, though, you can't change your mind and switch classes. Of course, you can always begin a new game with a new character, which will provide different challenges and fighting strategies.



MEET THE CHARACTERS

Your character will be able to gain experience as you go through the game. Each time you successfully remove a foe from the game, the character gains experience (“EXP”) points—17 for killing a small black Spider, 135 for a Were-Jaguar, and so on. Each time a character gains enough experience points to advance to the next experience level, the character’s HP and mana levels increase as well. When a character reaches levels three and six, he or she gains a special ability unique to that character class. Note that the experience system in *Hexen II* is not anywhere near as complex as that in a role playing game. Most of the changes will be automatic and obvious to you. Don’t worry about monitoring the numbers too closely—just reap the rewards as you move through the game.

There are four difficulty levels available for play. Harder levels of difficulty present more enemies and provide you with less health and mana items per level. Thus, even at the very beginning of the game, a player on the third difficulty level must dispatch eight Spiders and a Skull Wizard without the help of any of the Quartz Flasks that are available on easier levels. In general, at harder levels you’ll have to spend more time planning your attacks, using the environment to your advantage, managing mana, and harnessing the special powers of the Tome of Power and the Glyph of the Ancients.

DIFFICULTY LEVELS

	PALADIN	CRUSADER	NECROMANCER	ASSASSIN
Easiest	Apprentice	Gallant	Sorcerer	Rogue
↑	Squire	Holy Avenger	Dark Servant	Cutthroat
↓	Adept	Divine Hero	Warlock	Executioner
Hardest	Lord	Legend	Lich King	Widow Maker



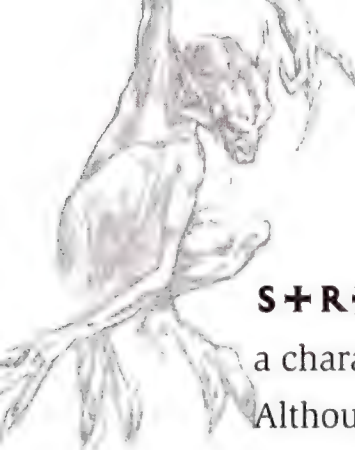
EXPERIENCE COUNTS

When you start a new game, your character will be randomly assigned values for each of the four physical and mental attributes listed in the status panel. Although each character class has a unique possible range for each attribute, it's also possible to get "a bad roll" and end up on the lower end of them all. Likewise, you might end up near the top of each. Although you'll be hard pressed to notice any gameplay differences between, say, a dexterity rating of 7 versus a 10, there will be some "hard-core" players that will start the game over and over until the variables are optimal. Here are brief descriptions of each of these attributes.

INTELLIGENCE (INT) This parameter comes into play when your character engages in a long-range attack. Higher intelligence ratings means that your character has a better mind for aiming and shooting, and therefore will do a little more damage per shot. The Necromancer soars above the rest in intelligence, and hence is the best sharpshooter of the bunch.

WISDOM (WIS) Wisdom allows a character to learn from his or her experiences. Thus, a character with a high wisdom attribute will gain more experience points per foe that is vanquished. The Crusader is the wisest character and gains experience faster than the others. In contrast, the rather dull Paladin is the dunce among the four classes.

DEXTERITY (DEX) This is an obvious one: dexterity helps a character to run a little faster and jump a little farther. The swift Assassin is the most dexterous, and the Crusader the least. The Crusader, then, can benefit most from the Boots of Speed if he needs to jump a chasm or outdistance a foe.



Chapter 2 Character Classes

S+RENG+H (STR)

Strength is another easy one. This trait helps a character push things around, such as a heavy barrel or a stone wall.

Although it will make moving things quicker, great strength does not play an important role in the game. Predictably, the Paladin is the clear winner in this category, while the bony Necromancer takes the Montgomery Burns award.

CHARACTER STATS

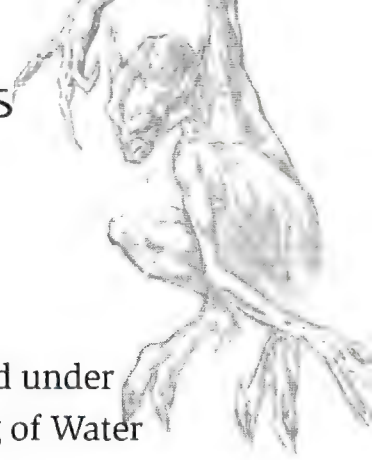
Now let's take a look at the four classes individually—paying particular attention to their special abilities, attribute ranges, and experience levels.

THE PALADIN



At first, the Paladin comes off as a generic warrior—big, brawny, and bold. However, that's only half the story: he has a spiritual side and is quite speedy in spite of his great strength. Few can match the Paladin in single combat. Although his first two weapons are primarily for melee combat, his speed, robust HP, and strong attack ability give him a fighting chance to get through the early part of the game without a long-range attack. He needs all the speed he can muster to dodge weapons fire and beat a hasty strategic retreat from situations where he's outnumbered. Whenever possible, the Paladin

should try to surprise his victims. Once engaged in melee, he should dart in to attack and then back up to avoid taking a blow.



SPECIAL ABILITIES

Free Action: This ability allows the Paladin to move unrestricted under water without worrying about drowning. It's like having a Ring of Water Breathing always with you, and certainly makes sacking a Hydra an easier task.

Divine Intervention: A chance for a miracle! If the Paladin's HP falls to zero, there's a chance he won't die. Instead, the screen flashes white and he becomes invincible for a few seconds, full health is restored, Tome of Power mode is activated, and several items are placed in the Paladin's inventory. A good gig if you can get it.

THE PALADIN'S STARTING RANGES FOR HEALTH, MANA, AND ATTRIBUTES

HEALTH POINTS (HP)

 70 to 85

 Goes up 8 to 13 points for each of the first 10 levels; each additional level raises HP by 4.

MANA LEVEL

 84 to 94

 Goes up 6 to 9 points for each of the first 10 levels; each additional level raises Mana level by 1 point.

INTELLIGENCE (INT)

 6 to 10



Chapter 2 Character Classes

WISDOM (WIS)

 6 to 10

DEXTERITY (DEX)

 10 to 13

STRENGTH (STR)

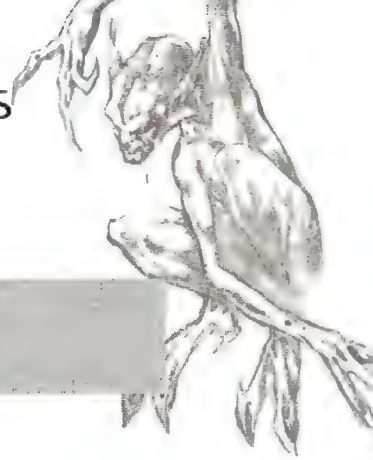
 15 to 18



EXPERIENCE TABLE

Shows the number of experience points required to reach a new level. Note that when your Paladin reaches levels 3 and 6, he gains a special ability.

EXPERIENCE LEVEL	EXPERIENCE POINTS	SPECIAL ABILITIES
1	0	
2	945	
3	2,240	Free Action
4	5,250	
5	10,150	
6	21,000	Divine Intervention
7	39,900	
8	72,800	



EXPERIENCE LEVEL	EXPERIENCE POINTS	SPECIAL ABILITIES
9	120,400	
10	154,000	
11	210,000	

Additional levels every 210,000 points

THE CRUSADER



The Crusader is a versatile fighter: a mixture of skilled warrior and holy man in one package. His wisdom is widely appreciated in Thysis, because he gains experience points faster than the others three classes. Although he is proficient with mana, the Crusader can never abandon melee entirely, as his mana reserves are meager compared to those of the Necromancer and the Assassin. Thus, the Crusader must conserve mana when he can by using his War Hammer, saving mana for his mana-guzzling weapons when he needs them most.

The Crusader suffers from being the slowest of all the classes, and is a bit sluggish when jumping. Thus, the Crusader must be a little more cautious as he enters a new area or room, even if it means peeking around a corner to see what's going on before plunging right in. When playing the Crusader, make sure you toggle the Always Run feature.



Chapter 2 Character Classes

SPECIAL ABILITIES

Revivification: With this ability, the Crusader receives a full helping of HP and mana every time he gains an experience level. If you're finding mana and health items to be scarce, you might want to monitor your experience points so as to take full advantage of this gift. It's frustrating to use up a couple of Quartz Flasks and a Krater of Might only to kill a Spider, move up a level, and gain the mana anyway.

Holy Strength: After picking up a Holy Sphere from one of his kills, the Crusader gains the ability to dish out nearly double damage for 30 seconds.

THE CRUSADER'S STARTING RANGES FOR HEALTH, MANA, AND ATTRIBUTES

HEALTH POINTS (HP)

 65 to 70

 Goes up 5 to 10 points for each of the first 10 levels; each additional level raises HP by 3.

MANA LEVELS

 88 to 98

 Goes up 7 to 10 points for each of the first 10 levels; each additional level raises Mana level by 2 points.

INTELLIGENCE (INT)

 10 to 13

WISDOM (WIS)

 15 to 18

Character Stats

DEXTERITY (DEX)

 6 to 10

STRENGTH (STR)

 12 to 15



EXPERIENCE TABLE

Shows the number of experience points required to reach a new level. Note that when the Crusader reaches levels 3 and 6, he gains a special ability.

EXPERIENCE LEVEL	EXPERIENCE POINTS	SPECIAL ABILITIES
1	0	
2	911	
3	2,160	Revivification
4	5,062	
5	9,787	
6	20,250	Holy Strength
7	38,475	
8	70,200	
9	116,100	
10	148,500	
11	202,500	

Additional levels every 202,500 points.

THE NECROMANCER



The Necromancer takes wizardry and the dark arts to new heights. His vast Mana reserves, keen long-range aiming ability, and above-average speed makes him one tough spell caster. Although the most physically weak of the character classes, his powerful ranged weapons combined with his natural abilities give him more than a fighting chance to meet up with Eidolon.

SPECIAL ABILITIES

Soul Stealing: Occasionally, a slain foe leaves behind a Soul Sphere. Each such Soul Sphere that the Necromancer collects gives him 30 HP. However, the Sphere loses two HP per second if the Necromancer doesn't pick it up.

Vampiric Drain: Once he gains this ability, the Necromancer can drain HP from opponents right into his own health reservoir. This skill only works when the Necromancer attacks with his first weapon, the Sickle.

THE NECROMANCER'S STARTING RANGES FOR HEALTH, MANA, AND ATTRIBUTES

HEALTH POINTS (HP)

65 to 75

Goes up 5 to 10 points for each of the first 10 levels; each additional level raises HP by 3.



MANA LEVELS

 94 to 104

 Goes up 10 to 12 points for each of the first 10 levels; each additional level raises Mana by 4 points.

INTELLIGENCE (INT)

 15 to 18

WISDOM (WIS)

 10 to 13

DEXTERITY (DEX)

 8 to 12

STRENGTH (STR)

 6 to 10



EXPERIENCE TABLE

Shows the number of experience points required to reach a new level. Note that when the Necromancer reaches levels 3 and 6, he gains a special ability.

EXPERIENCE LEVEL	EXPERIENCE POINTS	SPECIAL ABILITIES
1	0	
2	823	



Chapter 2 Character Classes

EXPERIENCE LEVEL	EXPERIENCE POINTS	SPECIAL ABILITIES
3	1,952	Soul Stealing
4	4,575	
5	8,845	
6	18,300	Vampiric Drain
7	34,770	
8	63,440	
9	104,920	
10	134,200	
11	183,000	

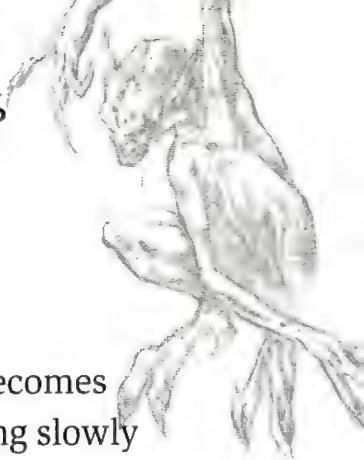
Additional levels every 183,000 points.

THE ASSASSIN



The Assassin, as her name implies, enjoys killing, especially when her victims least expect it. She's the fastest and most agile of the character classes, able to jump across any chasm or up to any ledge with ease. The Assassin can also amass plentiful mana reserves, second only to the Necromancer.

The Assassin should move through the world a little more cautiously than characters of the other classes, always on the lookout for opportunities to use her speed and attack stealthily without taking damage in return.



SPECIAL ABILITIES

Hide in Shadows: Once she's gained this ability, the Assassin becomes invisible after standing still for a few seconds. She can inch along slowly and remain invisible, but can't move very much at a time without leaving her ghostlike state. Of course, once the Assassin engages an enemy, the gig's up.

Backstab: The Assassin does double damage if she surprises a foe from the rear. It's a dirty, low-down trick—and we love it!

THE ASSASSIN'S STARTING RANGES FOR HEALTH, MANA, AND ATTRIBUTES

HEALTH POINTS (HP)

 65 to 75

 Goes up 5 to 10 points for each of the first 10 levels; each additional level raises HP by 3.

MANA LEVELS

 92 to 102

 Goes up 9 to 11 points for the first 10 levels; each additional level raises mana level by 3 points.

INTELLIGENCE (INT)

 6 to 10

WISDOM (WIS)

 12 to 15



Chapter 2 Character Classes

DEXTERITY (DEX)

 15 to 18

STRENGTH (STR)

 10 to 13

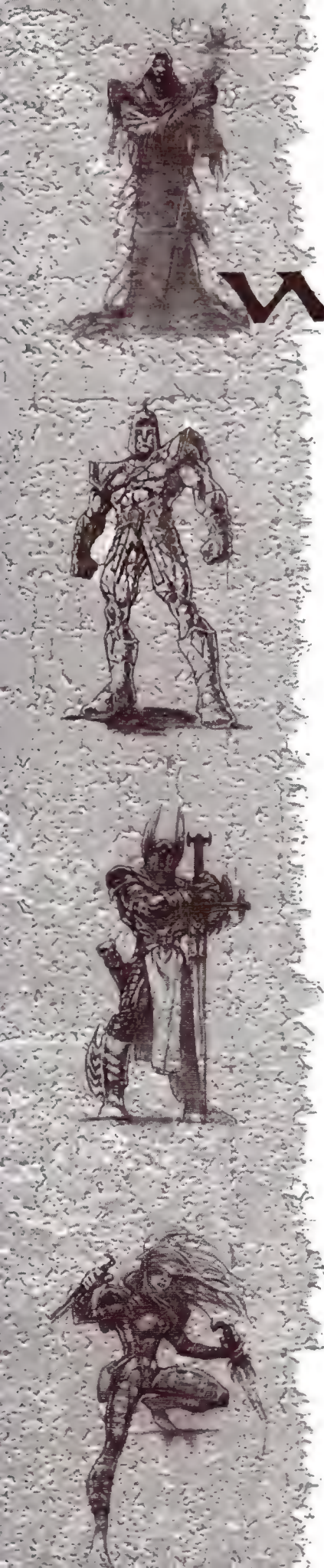


EXPERIENCE TABLE

Shows the number of experience points required to reach a new level. Note that when the Assassin reaches levels 3 and 6, she gains a special ability.

EXPERIENCE LEVEL	EXPERIENCE POINTS	SPECIAL ABILITIES
1	0	
2	675	
3	1,600	Hide in Shadows
4	3,750	
5	7250	
6	15,000	Backstab
7	28,500	
8	52,000	
9	86,000	
10	110,000	
11	150,000	

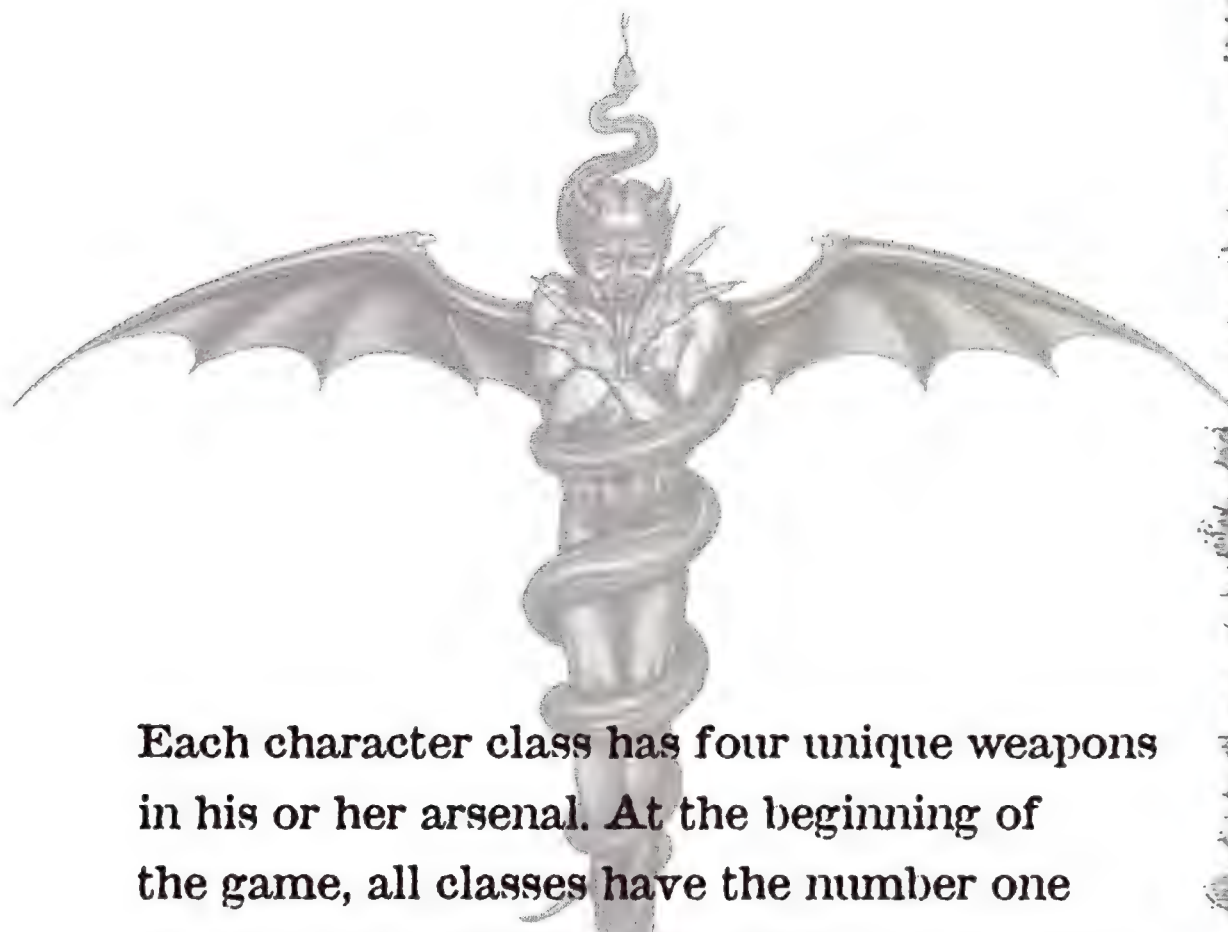
Additional levels every 150,000 points.



CHAPTER THREE

WEAPONS

Hexen II breaks down into two distinct phases of gameplay. First and foremost, you must stay alive...then, you can unlock the secrets of the game and solve the puzzles in order to advance. Weapons play a central role in the tactical part of *Hexen II*. It doesn't matter how strong, intelligent, or dexterous a character is—without a weapon in hand, they're defenseless. In fact, the unique arsenal for each character class is the most distinctive difference between the classes. The truth is, you're playing the weapons, not the character. The weapons, then, will determine to a large extent what character you most like to play, what battle strategies you need to win, and even how you approach the game from the onset.



Each character class has four unique weapons in his or her arsenal. At the beginning of the game, all classes have the number one weapon but must find the others throughout the game. The last weapon is comprised of two separate pieces—you must collect both in order for the super weapon to work.

Although you'll find the weapons to be a diverse lot, there are some trends that hold true for all classes.

The starting weapon for each class is a melee weapon and it consumes none of the precious mana. At the same time, though, all classes start out with a challenge: it's melee only until you reach the first pasture area.



Chapter 3 Weapons

The second weapon for each class uses Blue Mana. Each blow with the second weapon—whether it strikes its intended victim or not—uses the finite Blue Mana. The one exception is with the Paladin and his second weapon, the Vorpall Sword. If he's out of Blue Mana, the Paladin can still use the second weapon. It just won't strike with the same damage if it's powered up with mana.

The third weapon for each class uses Green Mana, and isn't found until the second Hub of the game.

The fourth weapon is the super weapon, and the player must find both parts of it before this weapon becomes available for use. The super weapon consumes equal amounts of Blue and Green Mana.

Let's take a look at each weapon in detail, organized by character class, highlighting quirks, and important distinctions that can really make a difference in the heat of battle.



TIP

Having problems aiming that brand new weapon? Would a set of crosshairs help? To activate the crosshairs, press the ~ key on the keyboard to access the *Hexen II* console. Type in **CROSSHAIR 1**, hit Enter, and then Esc to get back to the game. *Voilà!* To remove the crosshairs, access the console and type **CROSSHAIR 0**.

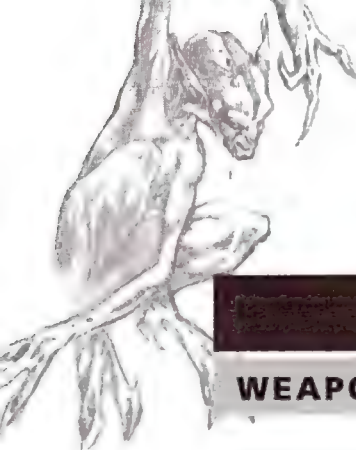


NOTE

One of the most beneficial artifacts in the game is the Tome of Power. When used, the Tome of Power gives each character accelerated power and abilities for their every weapon. Thus, the Assassin's first weapon, the Katar, administers twice the damage when used under the aegis of the Tome of Power. If you don't take full advantage of the Tome of Power's faculty, you're losing out on half of your weapon's usefulness.

WEAPON TABLE

WEAPON	DAMAGE	MANA USAGE
Gauntlets	16-28	
Vorpall Sword	30-50; 20-30 w/o Mana	2 Blue
Axe	30-50	2 Green
Purifier	15-25	1 each
War Hammer	side swing 15-25 up-and-down swing 30-50	
Ice Mace	10 per shot	1 Blue

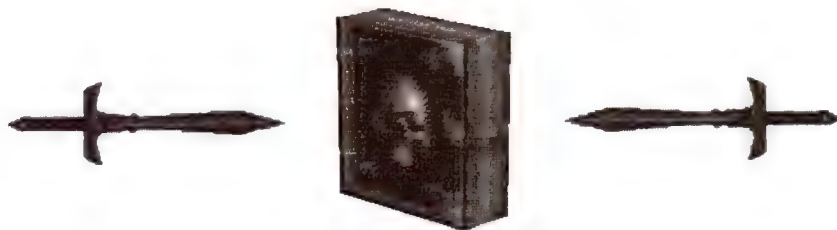


Chapter 3 Weapons

WEAPON TABLE (CONTINUED)

WEAPON	DAMAGE	MANA USAGE
Meteor Staff	120 direct, 100 radius	8 Green
Light Bringer	direct 140 per second reflection 70 per second	Vast quantities of both
Sickle	12-24	
Magic Missiles	20-25	2 Blue
Bone Shards	10, 15 shards per second	1 Green
Raven Staff	each missile 30	8 each
Katar	12-24	
Crossbow	10 per bolt, 3 bolts	3 Blue
Grenades	100 direct hit	3 Green
Staff of Set	33-238	1-24 each

With a Tome of Power in use, all weapons have heightened power and unique attributes. However, each weapon also uses considerably more mana when its in powered mode, so make sure you have enough mana to take full advantage of the Tome. There's nothing worse than using a precious Tome of Power only to discover that you're out of mana!





WEAPON TABLE: ACCELERATED WITH TOME OF POWER

WEAPON	DAMAGE	MANA USAGE
Gauntlets	30-50	
Vorpall Sword	shockwave does 30-60	2-4 Blue
Axe	30-50 per axe, shoots 3 axes	8 Green
Purifier	150-200 direct, 120-160 radius	8 each
War Hammer	10, plus 10 per bolt, shoots 3 bolts	
Ice Mace	50 per second	10 Blue
Meteor Staff	tornado causes 6.6 per second	20 Green
Light Bringer	middle bolt: 340 per second side bolts: 140 per second	Vast quantities of both
Sickle	30-50	
Magic Missiles	30-40 per missile, shoots 3 missiles	10 Blue
Bone Shards	400 direct, 200 radius	10 Green
Raven Staff	20 per raven, shoots 3 ravens	16 each
Katar	30-50	
Crossbow	10 per bolt, 5 bolts	10 Blue
Grenades	250 direct hit, cascades down to 70	12 Green
Staff of Set	150	30 each

THE PALADIN'S WEAPONS

Like most fighters, the Paladin arsenal emphasizes close-range weapons over long-range projectiles. This lack of range certainly makes battle a little tougher, but the Paladin's speed and powerful melee weapons provide him with the tools to engage in combat at a comfortably close range.

GAUNTLETS

Don't be fooled by the Gauntlets' unassuming appearance. The Paladin gets a lot of bang for his buck with them. In fact, the Gauntlets are the strongest first weapon of all four classes.

The range of the Gauntlets is short, and takes some getting used to. However, once you are aware of the range limitations, the Gauntlets combined with the Paladin's dodging in and out of melees will provide enough power to get through when it's the only weapon or you're out of Mana.

The Gauntlets combined with the Tome of Power pack a double punch, knocking most foes backward (and making it difficult for them to counter-attack). Even nasty Were-Jaguars are easy prey with this weapon combo.

VORPAL SWORD

The Vorpal Sword adds a little might and a lot of range to the Paladin's close-range attack. Even when your Blue Mana reserves have dwindled, this unique piece can still be used. However without Mana power, the Sword does about the same damage as the Gauntlets.

When the Vorpal Sword and the Tome of Power are used together, the power not only increases, but a long-range shockwave is added as well. Thus, when the Paladin absolutely must have a long-range weapon early in the game, employ a rare Tome of Power.



AXE

The Paladin's axe is not only powerful, but fun to use. It shoots out a spinning axe head that rips through foes and ricochets off walls and obstacles. One projectile can even kill or maim more than one foe at a time. Also—if you still remember your geometry—you can bounce the axe off of walls to attack your enemies from indirect angles.

The Tome of Power turns the Axe's single projectile into a trio of axes; all have the ability to shred through enemies and bounce off of objects.

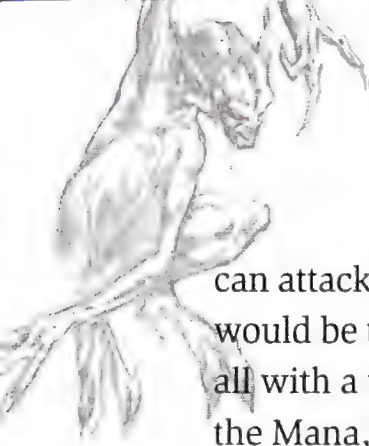
PURIFIER

The Paladin's super weapon, the Purifier, shoots out a stream of glass shards that does a relatively small amount of damage. However, each shot only expends one Green and one Blue Mana. So, the Paladin can use the first shot or two to line up his sights, then blast his enemy with repeated shots.

When combined with the Tome of Power, the Purifier emits a flaming fireball that absolutely devastates enemies. With 150-200 of direct damage and 120-160 of radius damage, the expense of eight Blue and Green Mana is well worth the cost (in fact, it's the least Mana guzzling super weapon in the game).

THE CRUSADER'S WEAPONS

The Crusader's weapons call upon the powerful forces of nature to do his bidding—lightning, ice storm, meteors, tornadoes, and focused light rays. Many of his attacks do considerable radius damage. So, it's best when he



Chapter 3 Weapons

can attack a group of enemies while they're still mingling. Another option would be to draw foes into a tunnel or other tight area, then pummel them all with a wide-range attack. Yet the Crusader must be miserly with the Mana, because his reservoir is relatively small—his three and four weapons eat Mana something fierce. To conserve Mana, he should use his melee weapon on weak enemies like Spiders and Scorpions whenever possible.

WAR HAMMER

The War Hammer imparts decent damage on its victims, but is fairly unwieldy to use and directional. In fact, the first few Spiders you come up against will provide a bit of a challenge until you get the technique down. At random times when using the Hammer, the Crusader experiences a burst of power and swings the hammer up and down rather than side to side and doubles the damage of his efforts.

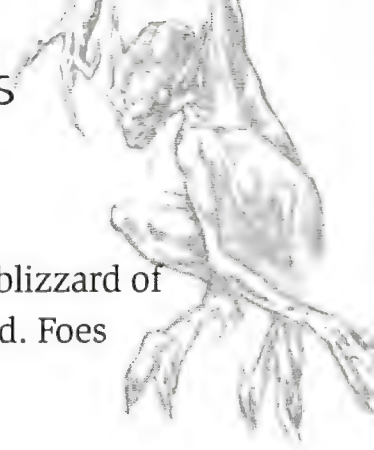
The Hammer is unique in that it's the only melee weapon that when powered with an awesome Tome of Power, can be used as a projectile weapon as well! As a bonus, lightning bolts emanate from the Hammer, causing 10 points of damage each.

ICE MACE

The Ice Mace shoots out jagged ice projectiles that carry 10 points of damage apiece. Although the damage that each shot imparts is not impressive, for only one Blue Mana it's not so bad (assuming your aim is true). In Deathmatch play, the Ice Mace has a special feature: if you hit a player five times in a 2.5 second window, the player will freeze solid (assuming they're under 100 HP).

The Crusader's Weapons

When used with the Tome of Power, the Ice Mace causes a blizzard of frozen shards that pelts down 50 points of damage every second. Foes tend to freeze up in the blizzard, and usually end up dead.



METEOR STAFF

The Meteor Staff shoots out boulders that impart a sizable amount of direct-hit damage as well as radius damage. It takes a lot of Mana, though—8 Green per shot—so it's best used when there's a small group of enemies in a far off corner.

With an activated Tome of Power, the Meteor Staff produces extraordinarily powerful tornadoes that each impart 6.6 points of damage per second. When three tornadoes surround a victim, pernicious meteors can appear that shred victims like lunchmeat.



LIGHT BRINGER

One of the deadliest weapons in the game, the Light Bringer sends out an intense beam of light that causes 140 points of damage per second. Even the reflected beam does 70 per second! It's especially awesome in tight places, where the reflected beams can cut down a small group of enemies in seconds. The Crusader must have perfect aim with this weapon, however, because the Blue and Green Mana melt away when this one's powered up.

The Tome of Power boosts the intensity of the weapon, plus adds two extra beams. It works best when there are lots of enemies in a tight space.

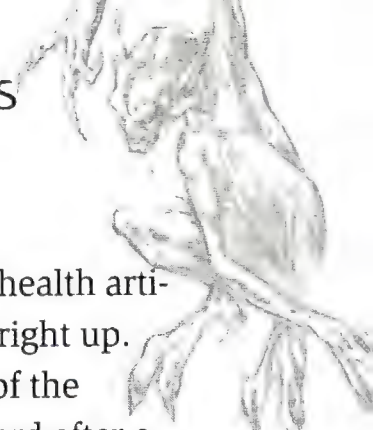
THE NECROMANCER'S WEAPONS

The frail Necromancer's weapons are specialized for long-range attacks. When used with good aim and discretion, they are extraordinarily effective. If you have trouble aiming Necromancer's spells, try activating the crosshair mode from the console (as mentioned in the tip at the beginning of this chapter). With the largest mana pool and the most mana-efficient weapons, the Necromancer's main concern is to keep distance between himself and his foes. He needs to be adept at dodging incoming fire, and use the Disc of Repulsion to blow projectiles right back to its sender.

SICKLE

The Necromancer's Sickle is an average melee weapon with a nice long reach. Of course, every so often the Necromancer will call upon his Vampiric Drain ability and use the Sickle to transport HP from his enemy into his

The Necromancer's Weapons



own body. Even late in the game, if the Necromancer's low on health artifacts, using the Sickle on some weak foes might charge his HP right up.

The Tome of Power more than doubles the attack strength of the Sickle. What's more, the accelerated Sickle knocks foes backward after a blow, making it an even more powerful melee weapon.

MAGIC MISSILES

Magic Missiles is a spell the Necromancer learns early in the game. If used with skill it's a deadly weapon, especially considering the low mana cost of two Blue per shot.

With a Tome of Power activated, the Magic Missiles spell shoots out three fireballs that home in on their target with a respectable 30 to 40 points of damage.

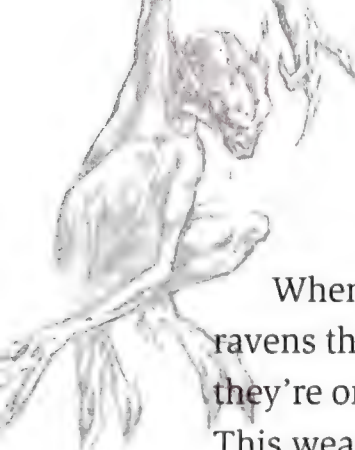
BONE SHARDS

This spell shoots out a lightning-quick hail of sharp bone fragments that shatter on impact causing moderate radius damage. Once the Necromancer gets this spell lined up with his target, he can blast the Bone Shards at a rate of up to 15 shards per second.

Used with the Tome of Power, the Bone Shards spell concentrates its power into a single blast that causes catastrophic damage: 400 points on a direct hit and 200 points of radius damage.

RAVEN STAFF

The Necromancer's super weapon fires three propeller missiles that cause 30 points of damage each. At a high cost of eight Blue and Green Mana, this weapon is best used against a group of foes.



Chapter 3 Weapons

When used with the Tome of Power, the Raven Staff sends out three ravens that home in on their prey with precision and accuracy. Although they're only around for five seconds, that's plenty of time to clear a room. This weapon is best used in relatively tight quarters with lots of dangerous enemies present.

THE ASSASSIN'S WEAPONS

Trickery and deception are the Assassin's modus operandi; and her weapons suit her well. The incendiary Grenades are worth practicing with. If you can get them to go where you want them to, they pack a lot of damage for only three Green Mana. In fact, they're the best value in the game for damage per mana!

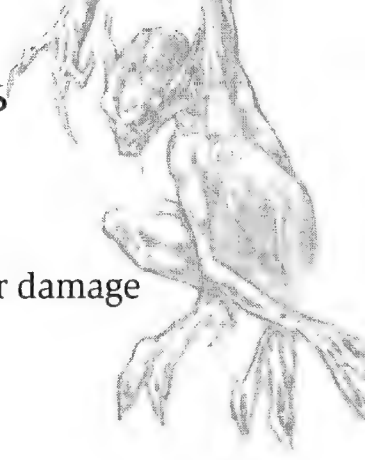
The Staff of Set is another versatile weapon. In normal mode, you can vary the damage it causes—as well as the cost of mana—and shoot out a projectile with as much power as you require. Also, when combined with a Tome, the Staff of Set provides one of the best game effects found in any game, period!

KATAR

The Katar provides the Assassin with a melee weapon that's very effective in close quarters. Though its range is moderate, when the Assassin possesses the Backstab ability, the Katar becomes a vicious implement of destruction.

The Tome of Power doubles the damage the Katar administers, as well as adds power to the blow by knocking the foe backward. This

The Assassin's Weapons



complements the melee style of the Assassin and minimizes her damage from the battle.

CROSSBOW

The Assassin uses the Crossbow with virtuoso-like skill. Although each of the three bolts only impart 10 points of damage, they home in on any target with pinpoint accuracy. Because of its dead-on accuracy, the Crossbow is probably the most efficient weapon in the game, especially for those with poor aim.

Combined with the Tome of Power, the Crossbow shoots five bolts instead of three and imparts radius damage of 40 upon implosion.

GRENADES

The Assassin's Grenades provide her with one of the most powerful weapons in the game. Of course with power comes responsibility—if the Grenade doesn't hit an enemy directly, it will bounce and roll around until it detonates in a couple of seconds. So, before launching one of these puppies, the Assassin must calculate where it will go. If she's in a tight area, it could end up rolling back her way, causing her damage.

When used with the Tome of Power, the Grenades make an initial explosion, followed by a rain of smaller explosions. It's great for taking out tightly bunched enemies. However, if it's used incorrectly, it can explode in the Assassin's face.

STAFF OF SET

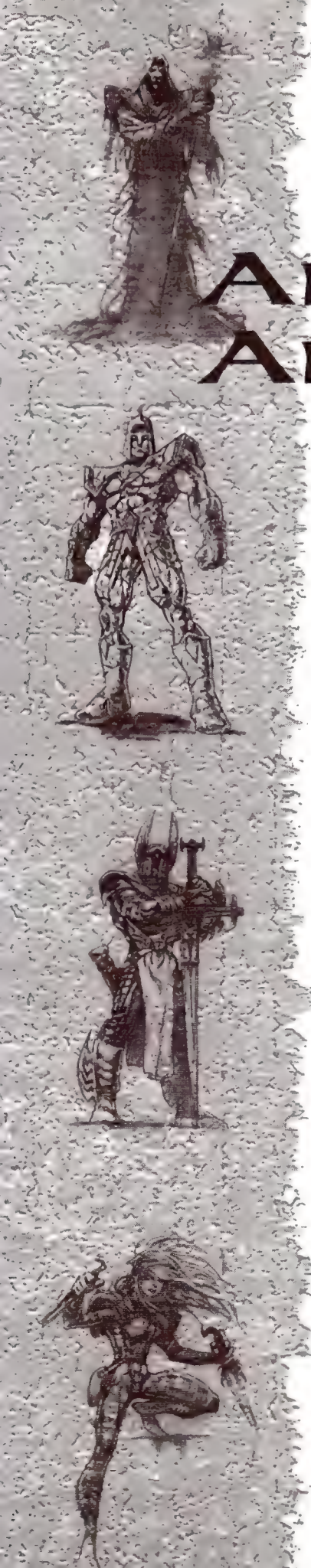
You can vary the damage of the Assassin's Staff of Set projectile by holding down the attack button to increase its power. Be careful, though—the

Chapter 3 Weapons

more powerful the blast is, the more mana is expended. Also, make sure your aim is good, or else a third of your total mana reservoir can light up a room but cause no damage.



The Tome of Power turns the Staff of Set into a powerful killing machine. The burst homes in on the intended target. If the enemy has less than 150 HP, the projectile racks and tears the foe apart. You have to see it to believe it. If the victim has more than 150 HP though, 150 HP of damage is administered with no show.



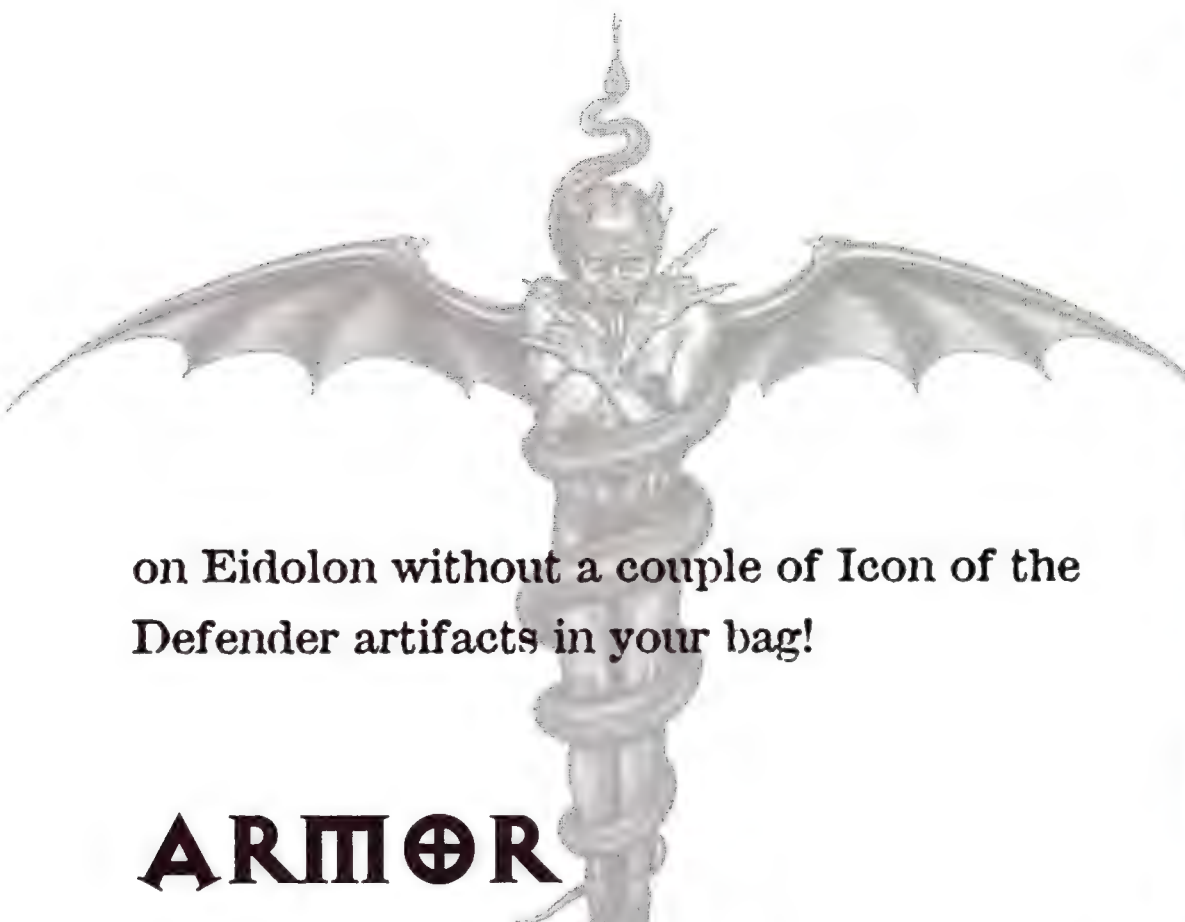
CHAPTER FOUR

ARMOR AND ARTIFACTS

If you think that the variety of weapons in *Hexen II* is cool, wait till you check out the armor, artifacts, and miscellaneous items!

This chapter covers all of the stuff you'll find as you travel through Thyron (except for weapons, covered in Chapter 3, and puzzle elements, which you'll find in the walkthrough chapters). The diversity and complexity of these items—a Raven trademark—helps make the adventure an enjoyable one.

But it's not all fun and games. As we've said before, this game ain't for pansies: it's hard. Wise management skills and a thorough knowledge of the diverse items in this chapter will save you lots and lots of pain along the way, which means less death for you and more for the evil minions! And if you don't believe me, I dare any of you to take



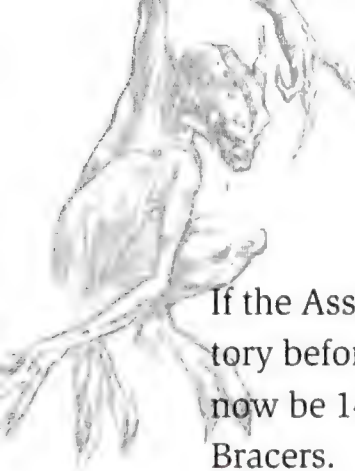
on Eidolon without a couple of Icon of the Defender artifacts in your bag!

ARMOR

There are four pieces of armor in *Hexen II*, and each one adds to the overall Armor Class of the character. In general, the higher the Armor Class, the less damage the character takes. It's that simple. For a more detailed discussion of Armor Class, check out the individual sections on the characters in Chapter 2.

Each character has a set base Armor Class (AC) and can add to that total by wearing one or more of the armor items. For example, by picking up an Amulet of Protection, the Assassin adds six points to her total Armor Class.





Chapter 4 Armor and Artifacts

If the Assassin already had a fully functional set of Bracers in inventory before picking up the Amulet, her new Armor Class boost would now be 14, because the Amulet adds six points to the eight from the Bracers.

Armor stays in inventory until it disintegrates from use. As it absorbs blows, it loses its effectiveness. You'll know a piece of armor is weakening when the Armor Class number on the screen starts to tick down. Rest assured, though—it's better to lose armor than health points.

The AC gauge on the status screen doesn't tell the whole story regarding how Armor works in the game, however. The effectiveness of each type of armor varies widely depending on the character class. Thus, the Breastplate provides the Paladin with five times more defensive protection than the Amulet of Protection does. However, for the Necromancer it's just the opposite: the Amulet provides him with far superior damage protection than does the Breastplate. This doesn't effect gameplay in single player mode because you usually go after *every* item, whether it's of moderate value or not. In Deathmatch play, however, this information is vital. Why put yourself at risk over a piece of armor that can only contribute a slight increase in protection!

The following tables show the relative defensive worth for the four armor types in relation to the four character classes. Note that these percentages only show the overall value in terms of armor as a defensive variable. For example, the Bracers have the same protective worth to the Assassin as the Breastplate does for the Paladin. Also, when fully loaded with armor, all classes benefit equally from the protection, even though the individual pieces contribute to the whole in different proportions.

It's a bit confusing, but your knowledge of how armor works in *Hexen II* will only make you stronger.



AMULET ⊕ F PRO⊕TECTION



The Amulet is most useful to the Necromancer, who can harvest all of the magical potential from the piece. The Paladin benefits the least...I guess he doesn't care for jewelry.

RELATIVE CLASS PROTECTION FOR AMULET

Paladin	20
Crusader	60
Necromancer	100
Assassin	40

BREASTPLATE



The secular classes receive a tremendous gain from wearing the heavy Breastplate. The holier Necromancer and Crusader gain little from this armor type.

RELATIVE CLASS PROTECTION FOR BREASTPLATE

Paladin	100
Crusader	40
Necromancer	20
Assassin	60

BRACERS



The Bracers are the most balanced armor in *Hexen II*. Used to deflect blows rather than absorb them, Bracers do the greatest good for the Assassin. However, all four classes draw a strong boost from wearing them.

RELATIVE CLASS PROTECTION FOR BRACERS

Paladin	40
Crusader	20
Necromancer	60
Assassin	100

HELMET



As armor goes, the Helmet is the worst—it adds very little to AC. The Paladin gets the most benefit, while the Assassin hardly gets any relief at all.

RELATIVE CLASS PROTECTION FOR HELMET

Paladin	60
Crusader	100
Necromancer	40
Assassin	20



ARTIFACTS

The artifacts and items you find provide not only the lifeblood of the game—in the form of HP and Mana—but also deliver a great variety of tricks, traps, and strategies for the player. Take some time to experiment with them once your character is holding his or her own in the game. For example, make sure your Assassin perfects the Glyph of the Ancients clothesline bomb trick so she can take out groups of beasts at a time. Your Crusader needs to practice with the Boots of Speed so he can make that big leap when he needs to. And all players will love the Seal of Ovinomancer: it'll turn your enemies into bleating sheep!

B⊕⊕TS ⊕F SPEED



The Boots double any character's speed for 30 seconds. This is especially useful for the Crusader, who's the slowest of all the classes. Although you might not think that the extra speed adds much in battle situations, it's paramount when there's a challenging jump ahead.

CHA⊕S DEVICE



At any time in the game, you can use the Chaos Device to instantly teleport your character to the beginning of the current level. The most obvious use of this artifact is when you're surrounded by enemies and you're not going to make it out alive. Instead of getting mauled and having to load up a new game, just use the Chaos Device to zap out of there.

Another less than obvious function of the Chaos Device is when you've fallen into a pool of lava—just use the item before your HP reaches 0.

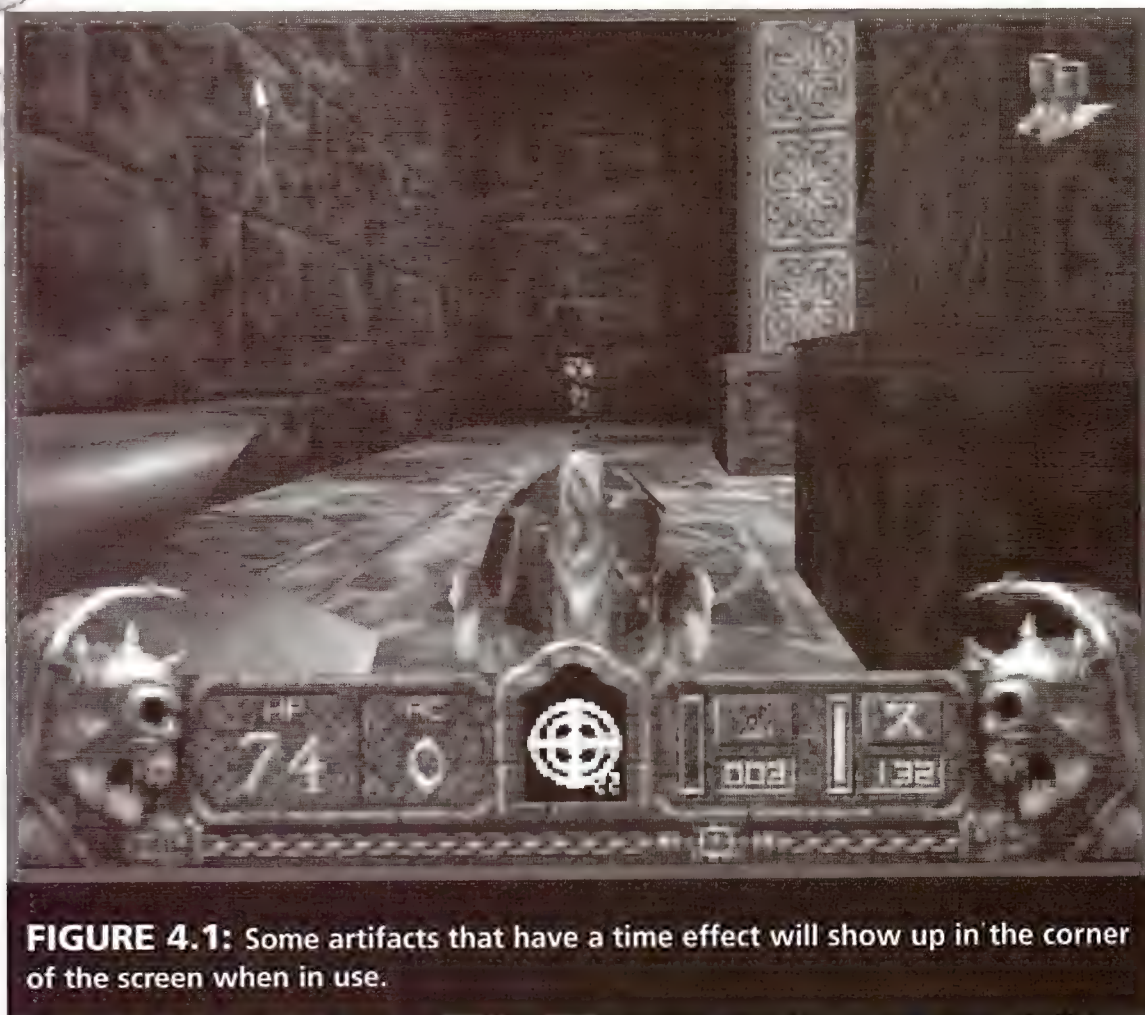


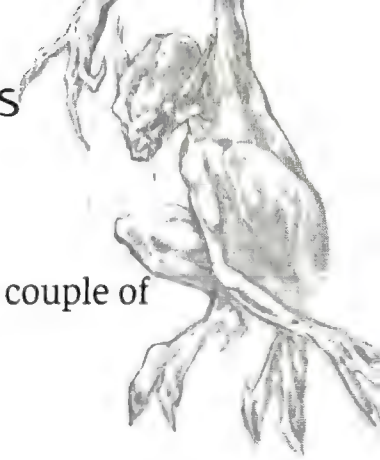
FIGURE 4.1: Some artifacts that have a time effect will show up in the corner of the screen when in use.

And what do you do when you're swimming and can't find an open spot to come up for air? Use the Chaos Device—it's saved me from plenty of fatal drownings.

DISC ⊕ REPULSION ⊕



This artifact emits a shock wave from the character's body, sending enemies flying back from the blast. This abundant artifact has several uses. If you're surrounded by enemies and can't escape on your own, the Disc might clear a path out of the



brawl. Also, it causes some damage to lesser foes—a couple of Discs can often extinguish a pack of Spiders.

FORCE CUBE



Unleash the Force Cube when you're in a moderate-sized battle and need a little help. This artifact flies around the character's head and sends out magical laser beams against its foes. The rather curious looking Force Cube hangs around for 30 seconds or 10 shots against your foes. Use it when you need it most, then you're on your own.

GLYPH OF THE ANCIENTS



The Glyph is in a unique class—along with the Tome of Power—in that it produces different effects depending on which character class you're playing:

-  In the Crusader's hands, it acts as a slow-moving mine that slides across the ground toward its target and explodes.
-  With the Necromancer, the Glyph functions as a grenade that, when dropped, will detonate in a few short seconds. Hopefully, the Necromancer has left the scene before the Glyph explodes.
-  The Paladin throws the Glyph like a baseball at its target. If it hits an enemy, the Glyph explodes on contact. If the Glyph hits a non-living object, it detonates after a one- or two-second pause. The Paladin must be careful that the Glyph doesn't bounce back at him—ouch!
-  The Assassin shoots the Glyph onto a nearby wall, and a chain forms between the spot on the wall and where the

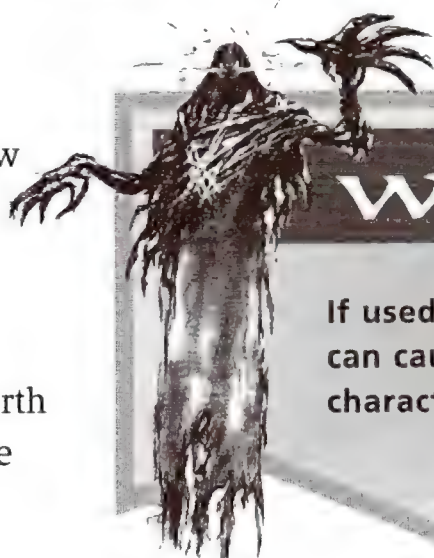


Chapter 4 Armor and Artifacts

Assassin launched it. Like the Necromancer, she must move out of the way or she'll take some self-inflicted damage. Now, whatever touches any part of the cable will set off an explosion.

Note that she can crouch below the cable in most instances.

Whatever class you're playing, it's worth the effort to perfect the use of this artifact.



WARNING

If used haphazardly, the Glyph can cause major damage to the character.

HEALING VIAL



This item adds 10 to the player's Health Points, up to the maximum HP level for that character. You cannot store Healing Vials in inventory. It's best to use up all available Healing Vials in the proximity before you use a Quartz Flask—which *can* be stored in inventory—to heal up. Often after a tough skirmish, healing items can be found just around the corner or in the next room. If you're already at 100% health, the artifact remains where it is. But you can always get it later.

ICON OF THE DEFENDER



This is THE one you want! For a sweet 30 seconds, you are invulnerable against all forms of attacks. Obviously, don't waste these puppies on Spiders and Scorpions. Save them exclusively for the generals and Eidolon.



INVISIBILITY SPHERE



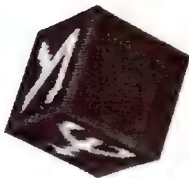
The character becomes invisible—or nearly so—for 30 seconds. It affects the accuracy of some enemies and makes them less likely to follow you out of a room. It works best on Imps and Medusas.

KRATER OF MIGHT



Here's another killer artifact. This one fills up both the Blue and Green Mana reserves to 100%. The Krater of Might is the only Mana artifact that you can put into inventory, making it something to covet.

MANA CRYSTALS



A unit of Mana is the currency of most of the weapons available in *Hexen II*. There are two varieties: Blue and Green. Each character's second weapon uses only Blue Mana. The third weapon uses Green only. The super weapon uses both Blue and Green at the same time. Blue and Green Mana Crystals contain 15 Mana each. There's also a rare Red Mana Crystal that embodies both the Blue and Green Mana Crystals at 15 Mana each. If your Mana supplies are full at 100%, more Mana Crystals can't be picked up. Instead, they will remain where they are. See Chapter 3 for specific Mana weapon usage.

MYSTIC URN



These rare artifacts are so awesome! When used, they will restore your HP to full capacity and beyond. Even if you're down to your last HP, using a Mystic Urn will restore you to full health. If you're already close to full health, then you'll earn more than your max HP (the HP will drop quickly over time to your maximum amount). Be pragmatic with these puppies, though—wait until you're low in HP. However, for those tough battles when you don't want to use an Icon of the Defender artifact, the Mystic Urn just might be your best friend!



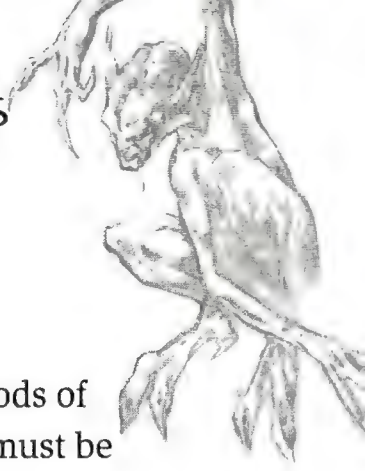
TIP

You can use the Mystic Urn to raise your Health Point total above its 100% level. The caveat is that the HP level will drop with time until it reaches the 100% mark.

QUARTZ FLASK



This artifact adds 25 HP to the character when used, up to the maximum HP level for that character. Unlike Healing Vials, you can store Quartz Flasks in inventory. Be sure to get maximum benefit from each flask: don't use one unless you are at least 25 HP in the hole.



RINGS

These handy items allow you to do special things for short periods of time. Only the Ring of Flight goes in inventory, the other three must be used immediately after you pick them up.

RING OF FLIGHT



One of the great perks of the game—the Ring of Flight provides a Raven's eye view of Thyrior. The Ring of Flight can only be turned on and off in Deathmatch. With it, you can reach those places you never thought you could.

RING OF REFLECTION



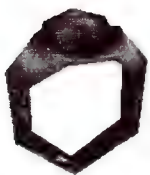
Use this Ring to reflect all weapon fire that comes your way. Not only do you avoid the hit, but you bounce the damage right back at your enemy.

RING OF REGENERATION



Find this Ring and you won't have to worry about dwindling Health Points—it adds one HP per second for 150 seconds.

RING OF WATER BREATHING



Find one of these artifacts while you're swimming and you won't have to go up for air for a while. You can only use this artifact while underwater, otherwise it sits in your inventory until you get wet again. Although swimming and breathing aren't too difficult in *Hexen II*, the Ring of Water Breathing sure comes in handy when you've got to dispatch a Hydra or two.



Chapter 4 Armor and Artifacts

SEAL OF THE OVINOMANCER



Those baaaaad kids at Raven: first it was chickens (Heretic), then pigs (Hexen), and now unassuming sheep. With this wacky artifact, you can transform any enemy into a sheep. Well, actually not any enemy—boss level monsters, like the Generals and Eidolon, are immune to the spell. This is a powerful weapon since you can transform a whole cluster of monsters in one shot. It's awesome. Obviously, this is a Deathmatch dream item. Check out Chapter 12 for multiplayer strategies.

STONE OF SUMMONING

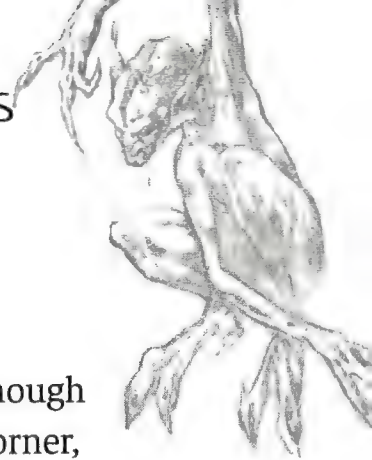


Have you ever wanted a huge red Imp of your own? If so, you're in luck when this artifact is in your inventory. Summon an Imp that will fight against your foes. Unlike the Force Cube, the Imp will chase and seek out enemies if there are not any in proximity. Save this rare artifact for those times when you're outnumbered. It's especially good at neutralizing other Imps that might be giving you grief. One word of warning: the Imp's aim is not so great, so if you're standing too close to your enemies you might get hit with friendly fire.

TOME OF POWER



When you're low on Health and Mana and up against a wall, a Tome of Power will be your best friend. Use this item when you need a 30 second increase in power from one or all of your weapons!

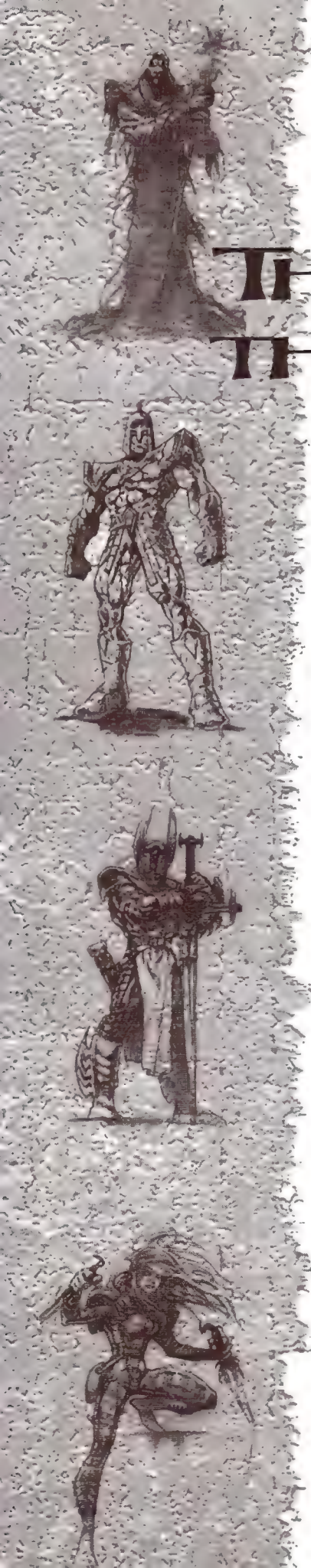


T⊕RCH



This artifact lights up your life when you need it. Although most of the time there really *is* nothing in that dark corner, there are a couple of places in the game where the Torch is a Godsend.

Now that you've mastered the use of the artifacts and armor in *Hexen II*, let's take a closer look at your enemies, the Servants of Eidolon.

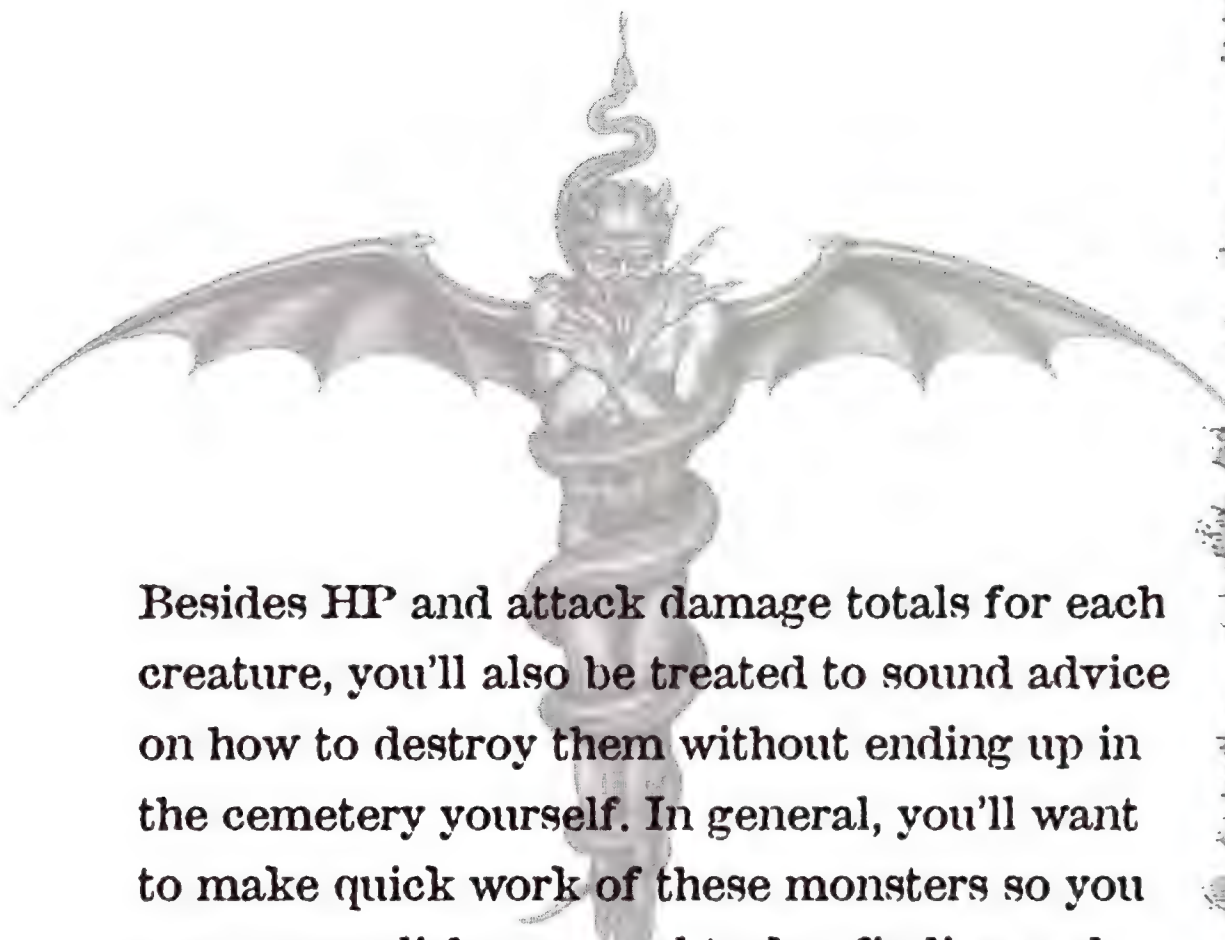


CHAPTER FIVE

THE BEASTS OF THYRION

Being a savior in this world isn't easy when thousands of hell-spawned creatures have just one thing on their minds: turning you into a puddle of blood. Don't be surprised at how strong and tenacious these monsters are. Even the lowly Spider can do surprising damage if you let your guard down. *Hexen II* is one tough game, and you can't afford to be distracted. Never become preoccupied by your surroundings, because the monsters can smell your delicious, warm blood.

This chapter describes every common foe you will come across in your cleansing of Thyrion. To learn strategies for beating Eidolon and his generals, read the concluding sections of the walkthrough chapters for a thorough briefing.



Besides HP and attack damage totals for each creature, you'll also be treated to sound advice on how to destroy them without ending up in the cemetery yourself. In general, you'll want to make quick work of these monsters so you can accomplish your real task—finding and defeating Eidolon himself.

Yes, not only are Eidolon and his four pernicious generals still breathing the same air as you, but in order to get to them, you've got to split the skulls of a lot of hellions first. Spend some time studying these foul beings, since you will face them many times in the course of your quest. Even after playing *Hexen II* for many hours, it's wise to come back to this section and see what you can do to improve your play.

May the mana be with you!





FALLEN ANGEL

They have a sweet-sounding name, but caustic dispositions. Fallen Angels plague the decaying Cathedral in Blackmarsh. They're worthy foes with a host of tricks, including a great disappearing act and a foolproof defensive stance.

HEALTH POINTS

Fallen Angel	250
Fallen Angel Lord	500

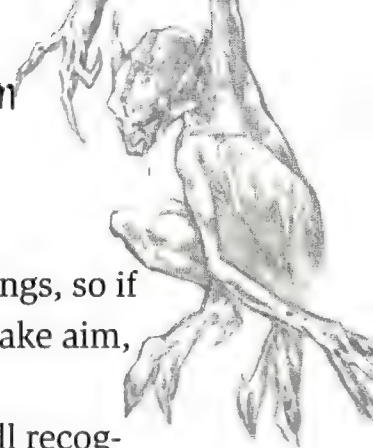
ATTACK DAMAGE

Missile from hands	12-22
Missile from wings	8-16
Lightning attack	30 per second (Lord only)

TACTICS

The Fallen Angel doesn't move as fast as the Imp, but then she doesn't have to. She spends much of her time in an invisible state, which makes her a difficult target to track, especially when she flies above. When she folds her wings, she's invincible. Don't waste firepower when she's in this defensive posture; instead, position yourself defensively and prepare for the next stage of battle. Unfortunately for you, she folds her wings often.

The Fallen Angel's attacks are swift, and you'll have a difficult time dodging her incoming fire. Thus, the best way to defeat a Fallen Angel is to lure her into a doorway or place with a low ceiling so you can pummel



her at close range. Of course, the Cathedral has many high ceilings, so if you can't find a good spot, wait until she comes down to you, take aim, and assault her with all of the firepower you can muster.

You'll also encounter a Fallen Angel Lord in the castle. You'll recognize her from her black robe and red wings. The Fallen Angel Lord is twice as robust as her sisters and has a deadly lightning attack that will steal 30 HP per second if you can't dodge it.



G⊕LEM

Hear those echoing, thunderous footsteps? Yeah, it's another Golem in your way. These soulless creatures are lumbering and slow. But if they get close to you, they'll pound some mighty large dents into your skull.

There are three varieties of Golems: Stone Golems in the Medieval Hub, Iron Golems in the Egyptian Hub, and Brass Golems in the Roman and Cathedral Hubs.

HEALTH P⊕INTS

Stone	200
Iron	450
Bronze	650

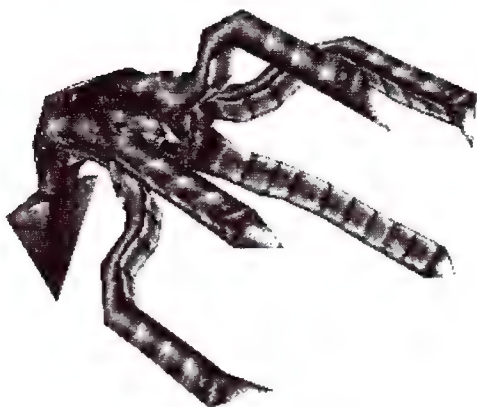
A++ACK DAMAGE

Punch	0-22
Slide	20-30
Missile	7-17 (Iron and Bronze only)
Stomp	up to 50 (Bronze only)

TACTICS

Golems of any type are best dealt with from a distance. In fact, the best strategy for destroying these automatons is to dispatch them with long-range weapons before they can reach you. Alternatively, if you can jump onto a nearby object and stay out of the Golem's reach, you can pelt it with projectiles from above without taking damage in return. If this option isn't available, just stay as far away as possible, shoot the Golem when you can, and dodge its lunges with care. Keep moving and you'll easily stay out of its clumsy reach.

Whatever you do, don't let a Golem pin you in a corner or against a wall. If it does, it will pummel you mercilessly until you smash it to pieces...or die trying.



HYDRA

As if the risk of swimming in a labyrinth of waterways isn't enough, you must also deal with the tentacled Hydra. It attacks from all angles, but if you can keep your distance, you can send it to its maker.

HEALTH POINTS

125

ATTACK DAMAGE

1-2 each blow



TACTICS

Hydras are slow and have the least-evolved brains of any creature in Thyrior. Always engage them from a distance if possible. Try to lead them to the water's surface so you can breathe and don't have to worry about these pests getting above you. Hydras are innocuous at far range; their ink squirts will only cloud the water and won't do you any damage. But when a Hydra sneaks up on you, you'll usually take 30 points of damage before you can turn around and find it. Thus, when you enter any body of water, search it for Hydras first, then look for items and waterways.



IMP

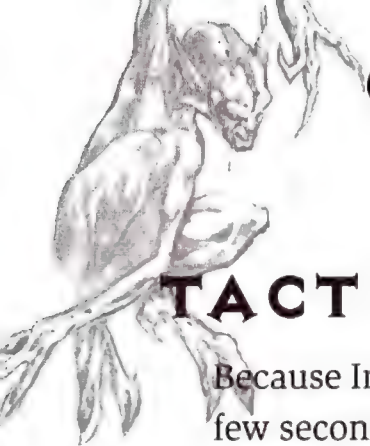
Although relatively weak in their attacks, Imps are bothersome flying pests. You'll want to dispatch them quickly, if only so you don't have to hear the incessant flapping of their wings. Found on all four continents, Imps come in two varieties. The reddish Fire Imp attacks with fire magic, and the stronger blue Ice Imp flings projectiles of magic ice.

HEALTH POINTS

Fire Imp	75
Ice Imp	100

ATTACK DAMAGE

Projectile	5-22
Dive	10-30
Melee	10



Chapter 5 The Beasts of Thyrior

TACTICS

Because Imps are constantly on the move, only hovering in place for a few seconds at a time, they are tricky to shoot down. Their projectile attacks are swift and difficult to dodge. Avoid fighting Imps in an area with high ceilings where they have plenty of room to roam, or you'll be scrambling to keep them in your sights. Instead, lead them into a small tunnel or stairwell where they'll be easier targets, whether you attack with your own projectiles or by melee.

Never ignore an Imp. If you run right by one, chances are it will follow you no matter how circuitous your path. Like most of the monsters in Thyrior, Imps are best dealt with under *your* terms, not theirs. If you're ambushed by a couple of Imps, you may not live to tell about it.



KNIGHT ARCHERS

If you travel in Thyrior for long, you'll come to know the penetrating green eyes and the guttural breathing of these deadly archers, for they are commonplace on all four continents. Knight Archers tend to patrol in well-spaced-out groups. The trick is therefore to avoid fighting more than one of them at a time.

HEALTH POINTS

80

ATTACK DAMAGE

5-7 each arrow



TACTICS

Because of their vast numbers, you'll quickly gain experience fighting these deadly bowmen. There are two effective ways to kill a Knight Archer. If you can ambush him from the backside, you'll be able to get a couple of blows in before he even turns around. Knight Archers have sharp tunnel vision, but possess poor peripheral vision and rather dull hearing. You'll be surprised at how easy it is to surprise them, especially if you're a Necromancer or Assassin.

If a Knight Archer spots you from a distance, or if you're strong with mana, go head-to-head with him in a long-range fight. Move side to side to dodge his arrows while you return your own ranged attacks. The lead-footed Knight Archer will not move from his spot and will accept the punishment you dish out. A Knight Archer will occasionally duck down to dodge your fire, but you can counter this move by aiming for his lower body and not his head or torso. If you're low on mana and there's no chance to surprise the Knight Archer, run toward him in a zigzag path to reach him unscathed.

An overall strategy for battling Knight Archers is to take on only one of them at a time. If there are three in an area, run around and find a place where only one has you in his sights. Use a corner, a bend in the road, or a large obstacle to find an angle to engage only one. Also, you can often find a barrel or crate that you can crouch behind to avoid a Knight Archer's arrows.

ARCHER LORDS

Luckily, Archer Lords are much rarer than their Knight Archer cousins. While they possess sturdier constitutions and deadlier firepower than Knight Archers, Archer Lords also have the same weaknesses. When you



Chapter 5 The Beasts of Thyrior

see their distinctive bronze armor, you'll know that you have an easy—but long—fight ahead of you.

HEALTH POINTS

325

ATTACK DAMAGE

Red arrow	8-12
Gold arrow	13-17

TACTICS

Treat Archer Lords exactly like the glorified Knight Archers they are. Isolate them for one-on-one battles, and strafe them constantly! If you come face to face with a group of these baddies, retreat and plan your attack carefully. Remember, Archer Lords have four times more HP than Knight Archers do!



TIP

A few of Eidolon's servants—like the Knight Archer and Were-Jaguar—duck down to avoid projectile fire. To counter this defense, you should always aim for their mid- to lower bodies. Use this strategy for all weapons fire, including Grenades.



MEDUSA

Don't let her exotic looks entrance you—the Medusa is a worthy foe with a wicked attack arsenal and surprisingly quick movements. And no, those aren't dreadlocks on her head...they're venom-spitting snakes!

HEALTH POINTS

700

ATTACK DAMAGE

Snake missile	3
Melee	10-18
Gaze attack	30 per second

If the player is under 10 HP and the Medusa uses her gaze, she can turn you into stone. This is rare but it can happen.

TACTICS

The Medusa is one of the toughest monsters in the game. Your best bet is to haul out your most powerful weapon and use it to strike her early and hard. If you can catch her unaware, you can always get a few shots in before she reacts. Keep your distance, though, and try to dodge her fire. Beware: Her snake missile attack has a deadly homing feature that will even follow you around corners.

Thus, the Medusa is a perfect target for the Seal of the Ovinomancer. At the very least, you'll need a Tome of Power to conclude a battle with a Medusa as quickly as possible.



Chapter 5 The Beasts of Thyrior



MUMMY

Unique to the Egyptian land of Thysis, Mummies are tenacious foes and should never be ignored, even when dismembered. Yes, even if it's only left with its head and torso, the resourceful Mummy will still try to gnaw on your legs. There also exists a Lord Mummy that you'll encounter occasionally. You can tell it from the common Mummy because it's much more colorful. The Lord Mummy carries a bright gold and red staff, sports bright red trim on its body, and wears a shiny gold headpiece.

HEALTH POINTS

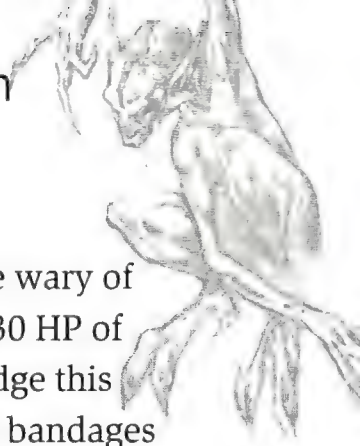
Mummy	200
Mummy Lord	400

ATTACK DAMAGE

Missile	8-10
Melee	8-16
Flame	60 per second (Mummy Lord)

TACTICS

Again, keep your distance. Shoot a projectile weapon, strafing left and right to avoid the Mummy's long-range attacks. It's not as easy to see the Mummy's projectile attacks, because they're faster than those of the Knight Archer. However, it's easy to recognize the Mummy's firing pattern and adjust your movement accordingly. Know that a Mummy will often fire two rounds in rapid succession, but these follow a pattern as well. You can also try using a Disc of Repulsion to deflect the attack right back at the Mummy. All it takes is a little practice to get the timing down, and soon you'll be taking Mummies out without firing a shot yourself.



When you encounter the stylish Mummy Lord, you must be wary of his fire attack. If you suffer a direct hit, it will punish you with 30 HP of damage per second. Obviously, you must take extra care to dodge this attack from the Mummy Lord, or you'll be wrapped in mummy bandages way before your time.



SCORPION

Usually found in groups of two or three but sometimes more, Scorpions can attack with both ends of their bodies. They are quick, move well laterally, and are not easy to run away from because they seem to grasp at your feet. Found in two varieties, the Black Scorpion has double the HP and a slightly more damaging tail sting.

HEALTH POINTS

Yellow	100
Black	200

ATTACK DAMAGE

Snaps	1-2
Tail	8-11

TACTICS

Unlike Spiders, Scorpions are best dealt with from a distance. In groups they can smother you, and unlike the slow Spiders, Scorpions are much harder to separate and spread out. The best strategy to isolate Scorpions is to turn a corner. Sometimes they'll queue up around the bend so you can dispatch them one at a time. Just remember, a group of Black Scorpions

Chapter 5 The Beasts of Thyrior

with 200 HP each is a sizable force to reckon with. Keep the Disc of Repulsion handy (preferably bound to one of your number keys) to knock them away if they start to overwhelm you.



SKULL WIZARD

These spellcasters have the ability to teleport themselves during a fight. It's a they're-never-there-when-you-need-them relationship of the worst kind. The Skull Wizards can be found in all of the lands of the realm. In the Cathedral, you'll also meet the black-robed Shadow Wizard.

HEALTH POINTS

Skull Wizard	150
Shadow Wizard	650

ATTACK DAMAGE

Skull	5-18
Melee	0-10

TACTICS

Although physically frail, the Skull Wizard's teleporting ability makes them worthy adversaries. You'll be able to dodge their skull projectiles with ease. The problem is to find a Skull Wizard and attack him before he teleports. When you do get one in your sights, don't waste a lot of mana because he will blink away within a few seconds.

Don't ever let your guard down after defeating a Skull Wizard. Most of the time, a dying Wizard transmutes himself into a Spider or two.

When you face a Shadow Wizard, you'll need to pull out your super weapon and put him down as quickly as possible. To make matters worse, the Shadow Wizard can conjure up Spiders during the battle, creating even more chaos.



SPIDER

The ubiquitous Spider is the biggest pest in Thyron. Although they are easy to exterminate, their vast numbers and choice of hiding places often give them the element of surprise. In fact, if you're not looking

down, you might not see that one's biting your leg until your HP start dropping precipitously.

HEALTH POINTS

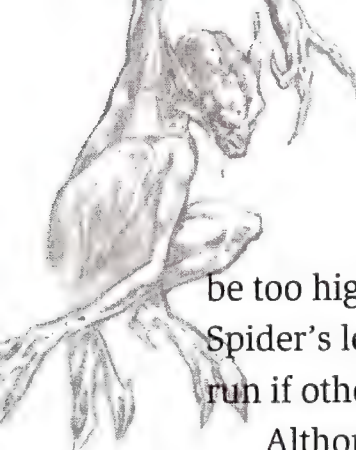
Black, small	30
Black, big	75
Brown/red, small	50
Brown/red, big	175

ATTACK DAMAGE

Bite	1-9
Jump	10

TACTICS

The toughest part about battling a spider is making sure your melee weapon is pointed down at the correct angle. Otherwise, your blows will



Chapter 5 The Beasts of Thyrion

be too high and thus wasted. Or, you can crouch down to fight at the Spider's level. Crouching is easier, and you can quickly straighten up and run if other monsters start ganging up on you.

Although a single Spider is easy to deal with, they are dangerous in packs. When you encounter a group of them and you only have a melee weapon, always run away and let them chase you. This will spread them out so you can squash them one at a time.



WERE-JAGUAR

Though they lack any form of long-ranged attack, Were-Jaguars are swift and cunning opponents. You'll realize just how fearsome they are when you enter the Plaza of the Sun. The Were-Jaguars will sneak up on you in a heartbeat if you're not careful.

HEALTH POINTS

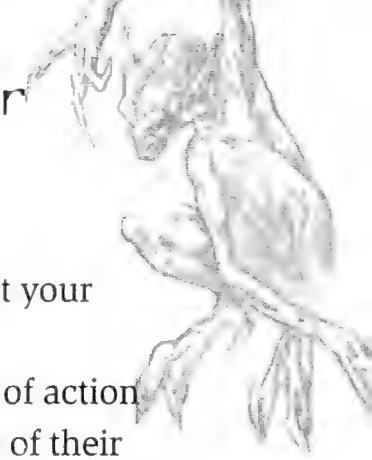
250

ATTACK DAMAGE

Shield bash	5-10
Charge	5-10
Sword	10-20

TACTICS

Were-Jaguars are vicious beasts with frightening agility. They can tumble, jump, and duck in order to dodge your attacks, and will pursue you like a cat chasing down a mouse. When the Were-Jaguar howls at the



moon, he's invincible, so use these few precious seconds to get your bearings, or even to retreat if necessary.

You'll often find Were-Jaguars in pairs, so your first course of action is to find a place where you can take on one at a time. Because of their quickness, it's difficult to shoot them from a distance. When possible, confine Were-Jaguars to a small area, like a doorway or narrow tunnel, and then pick them off.

The Disc of Repulsion works well on Were-Jaguars, so keep one handy when you're being ganged up on. Also, there are many pools of lava in Mazaera. If you can lure a Were-Jaguar onto a walkway that has lava below, you can often blast him into it with a Disc.

WERE-PANTHER

As if the crafty Were-Jaguars weren't bad enough, the Were-Panthers are even tougher to kill and deliver twice the feline punishment. It just doesn't seem fair that such a quick and agile creature should be so hearty as well.

HEALTH POINTS

400

ATTACK DAMAGE

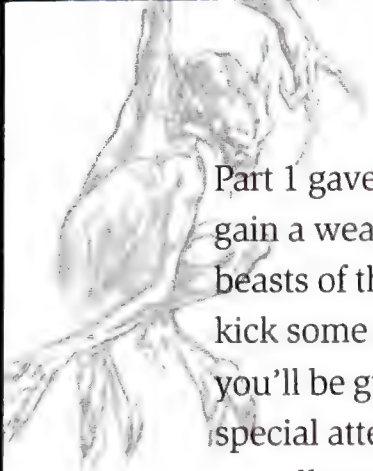
Shield bash	10-20
Charge	10-20
Sword	20-40

TACTICS

The same tactics that work against the Were-Jaguar are also effective against the Were-Panther. You just have to execute them more skillfully.



THYRION'S FOUR CONTINENTS



Part 1 gave you a chance to hone your fighting and puzzle-solving skills and gain a wealth of intelligence about the characters, weapons, artifacts, and beasts of the land. Now it's time to apply that knowledge and go out and kick some evil butt... That's the purpose of the next section, Part 2. Here you'll be guided through every level, Hub, and continent in *Hexen II*, with special attention given to uncovering all of the puzzles and hidden areas.

All monsters and important artifacts are accounted for as well. However, depending on the character and difficulty level you choose, the number and type of artifacts and beasts you encounter will vary.

Chapter 6, "Blackmarsh, The Mill, and Barbican," covers the opening two levels of *Hexen II*, taking you to the very first Hub in the game. Consider these first two levels an introduction to the game. As such, the walk-through portion of these levels will be in a little greater detail than the other chapters. By the time you reach the first Hub, you'll already have learned quite a bit. You won't need as much hand-holding for the following parts of the game: **Chapters 7 through 11** cover the five Hubs: **King's Court, The Temple of Horus, Plaza of the Sun, Hall of Heroes and the Cathedral.**



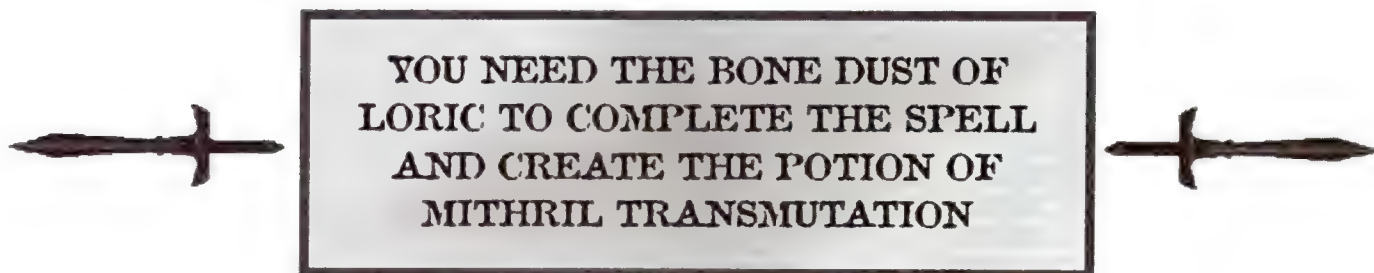
NOTE

This walkthrough is based on the Assassin's third highest difficulty level, Executioner. Of course, if you're playing an easier level, expect fewer beasts (about half as many for the easiest level and about one third as many foes in the second easiest level). If you choose the hardest level, well, you know what you're in for! Also, depending on the difficulty level, the number and position of artifacts and mana will differ as well—more on the easier levels, less on the harder.

Some players will use the walkthrough as a constant source of guidance as they advance through the game. Most players, however, will only need help from time to time. For these players, there are a couple of elements that will help you find your place in the walkthrough. First, at the beginning of each chapter is a master checklist of all the elements you must complete to move on to face Eidolon's Generals. If you find yourself with a couple of puzzle items, but don't know how to use them to move on, the checklists may be all you need to jump start your quest.

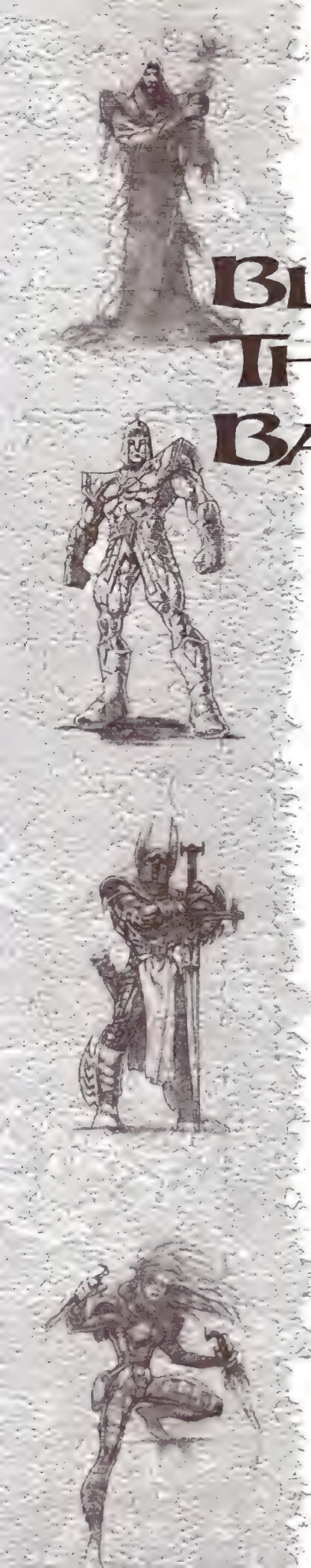
Also included in each Hub chapter is a map of each Hub level. You'll be surprised how often you'll have to move between levels, using the Hub as the intersection. These maps will become an invaluable tool to keep your levels straight.

Most puzzles in *Hexen II* include three or four individual steps. For example, in order to make a new potion, you'll need to gain access to a secret door by finding bones and the keys to The Mill, grinding the bones in The Mill, and finally you'll have to go back to the place of the original clue to complete the puzzle! Furthermore, you'll often need to solve two or three puzzles at the same time. To help you find your place, the clue and noteworthy message screens found throughout the game will be included in the step-by-step guide. Here's an example:



When you see one of these clues in the game and need some help on what to do next, look for the clue in the particular Hub chapter. Use these as anchor points to find where you may be lost.

It's time to start playing...and all of Thyron is counting on you. For better or worse, you're their only hope.



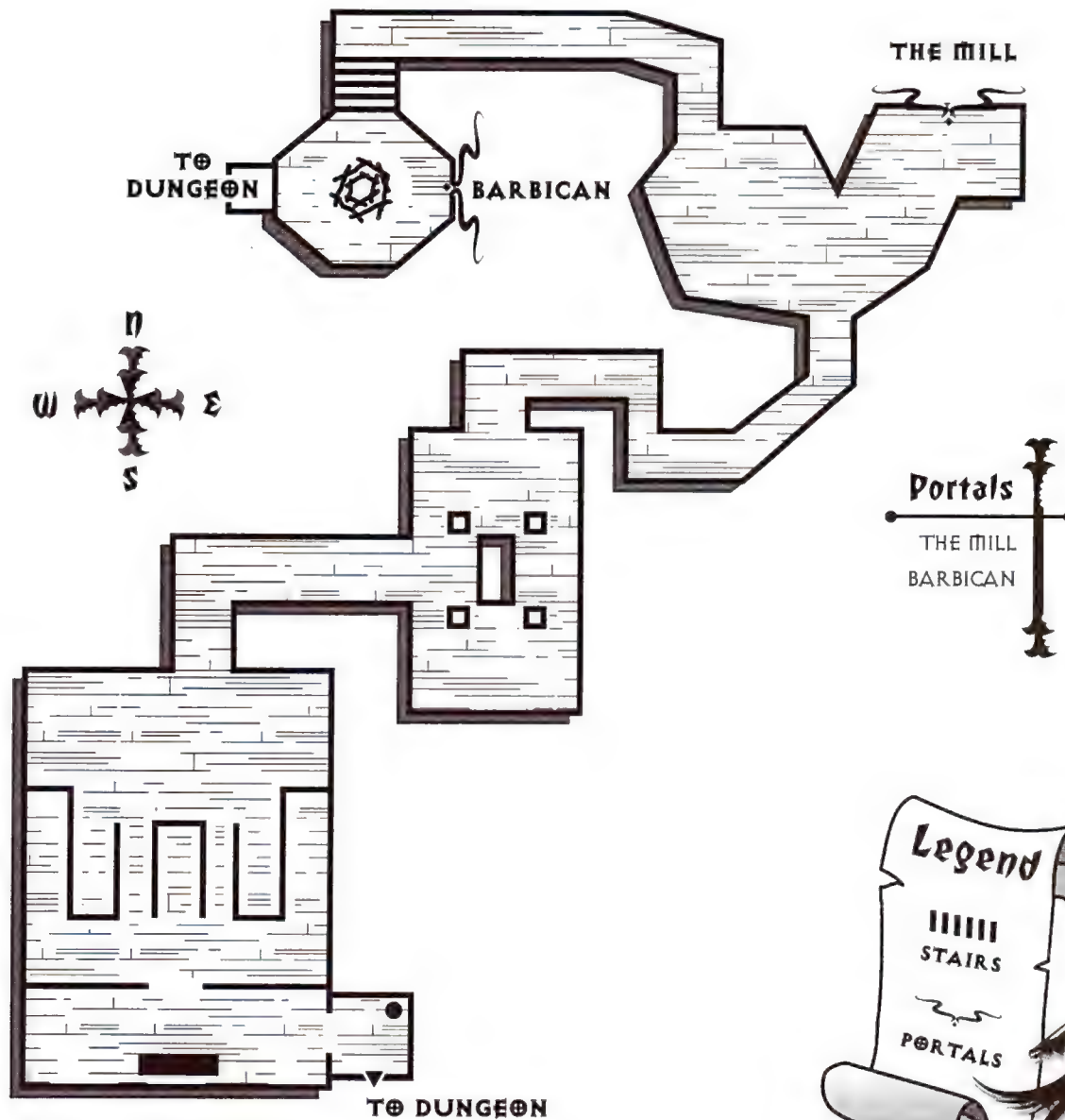
CHAPTER SIX

BLACKMARSH, THE MILL, AND BARBICAN

Your perilous journey begins here, in the Blackmarsh, The Mill, and Barbican levels. These mini-levels provide an introduction to *Hexen II* and, once you solve the Castle Key puzzle found in here, you'll enter the first Hub of the game, King's Court. But don't think for a minute that these introductory levels will be easy—there's no honeymoon in *Hexen II*! You can die in the first 30 seconds of the game if you're not careful.

A note on *Hexen II*'s naming convention: Although the first level of the game is Blackmarsh, the two mini-levels and all of the levels connected to the first Hub are on the continent of Blackmarsh—don't get confused, please!

BLACKMARSH, THE MILL, & BARBICAN





FIND CASTLE KEY

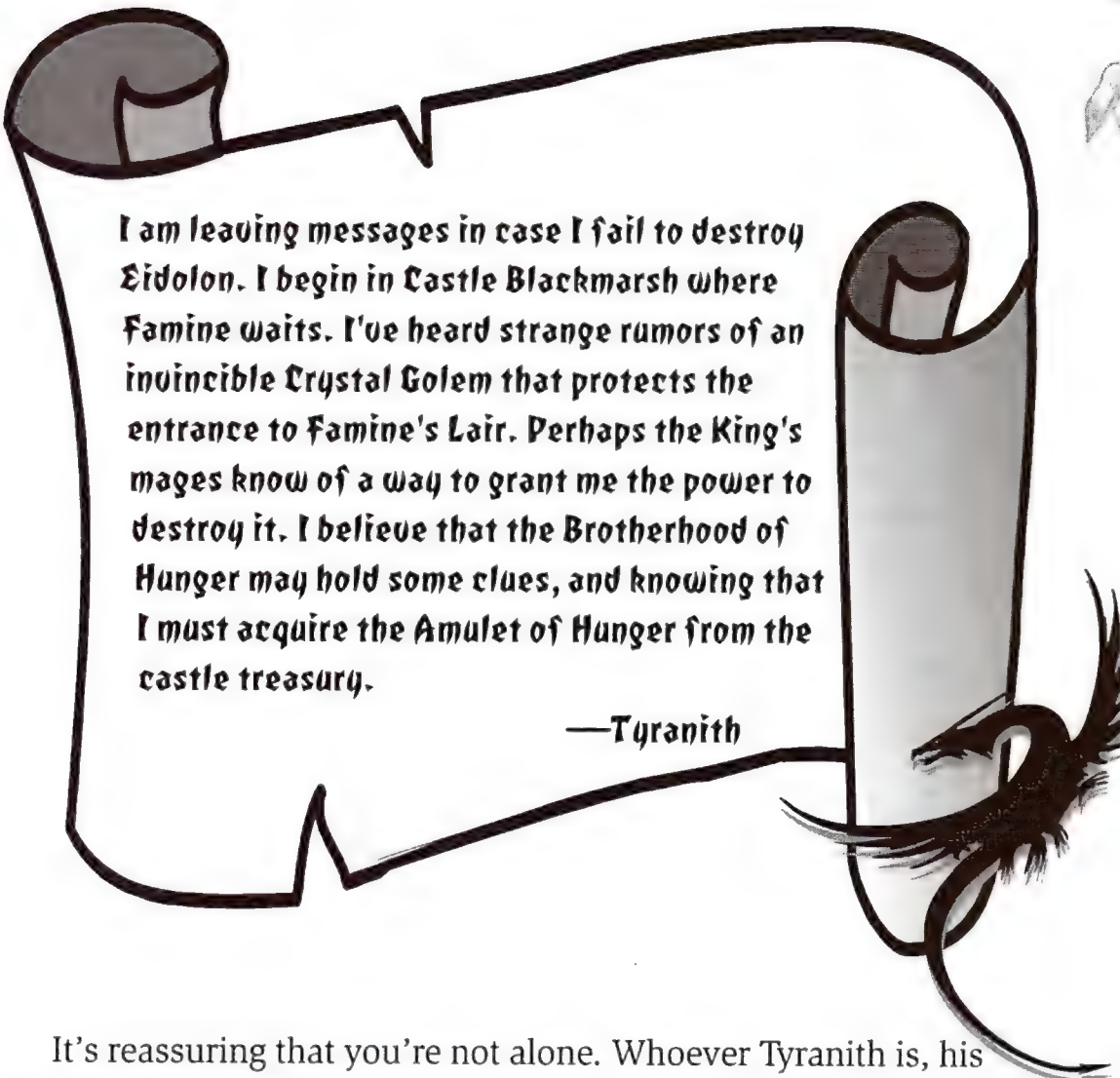


Before you can leave Barbican and enter the first Hub, King's Court, you must get the Castle Key. That is easier said than done, for to find the key you must do the following:

-  Get the bones of Loric.
-  Find the key to The Mill.
-  Grind Loric's bones at The Mill.
-  Use bone dust to create Mithril Transmutation potion.
-  Use the potion to uncover the Castle Key.

BLACKMARSH

Your quest begins in a quiet courtyard with birds chirping, ravens squawking, and the wind whistling through the trees and tombstones. Enjoy the tranquillity—it's your last for quite some time. Before you can get too comfortable, two Spiders approach from the tunnel ahead. Take them out one at a time and prepare for a real challenge: your first Skull Wizard. He's a tricky fellow because he has some mighty magic power and the ability to teleport. Your only hope is to chase him around and get in as many blows as you can, as quickly as you can. Once he's done for, watch out for a Spider or two. You see, a Skull Wizard doesn't always die—he often transmutes into a host of Spiders. Once the Wizard is down, stroll up to the poster on the far wall.



I am leaving messages in case I fail to destroy Eidolon. I begin in Castle Blackmarsh where Famine waits. I've heard strange rumors of an invincible Crystal Golem that protects the entrance to Famine's Lair. Perhaps the King's mages know of a way to grant me the power to destroy it. I believe that the Brotherhood of Hunger may hold some clues, and knowing that I must acquire the Amulet of Hunger from the castle treasury.

—Tyrannith

It's reassuring that you're not alone. Whoever Tyrannith is, his advice will come in handy once you enter the King's Court in the Blackmarsh Castle.

Turn around and go up one of the two ramps. Do you see the large wooden door? Like most doors in the game, it will open for you when you walk up to it. After you open the door, you'll be confronted by four Spiders. Take care of them one at a time if you can, and avoid getting surrounded. Once the eight-legged beasts are gone, face the crypt and you'll notice a block sticking out of the wall tile on your right. Attack the aberrant block and watch the tile on the opposite side of the room slide open to reveal the passageway shown in Figure 6.1.



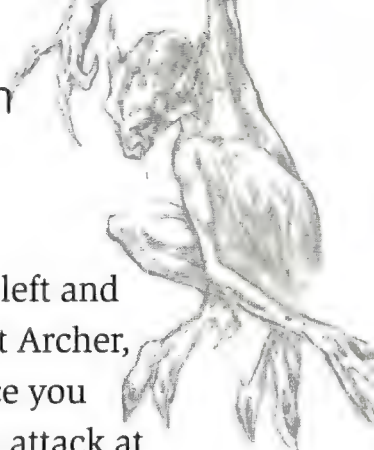
FIGURE 6.1: The first of many secret passageways you'll discover in *Hexen II*.

Drop down the secret shaft and immediately attack the Knight Archer, then deal with the Spider. Grab the Healing Vial—you undoubtedly took some damage—and hit the wall panel on the left side of the gate.

**YOU HEAR THE DOOR ACROSS
THE ROOM OPEN**

After hitting the panel switch, pick up the Tome of Power and jump on the teleport to return to the crypt room.

From the crypt room, go out down one of the ramps and travel through the dark tunnel until you reach the wooden gate. Open the gate



to reveal another crypt. Two Knight Archers await—one on the left and the other in the far corner. Try to sneak up on the closest Knight Archer, but whether you surprise him or not, you have no choice—since you don't have a long range weapon, yet—but to run up to him and attack at close range. After you kill the Archer, find the Quartz Flask in one of the two barrels in the corner.

Now find the panel switch on one of the four columns. Hit it to displace the crypt. Yikes—rats scurry everywhere! Jump in the crypt area to activate a floorplate and open a door. Go through the door, squash the three Spiders and the Knight Archer, and work your way through the tunnel to the open pasture area.

There are five Knight Archers in the surrounding area! That's a lot of magical arrows pointed at you at one time. The only way to survive this predicament is to keep moving and engage one Archer at a time whenever possible. Use the archways and other objects around the area to keep out of direct sight of all but one Archer at a time. Fortunately, your second weapon lies just past the archway along with a Quartz Flask. Sprint out and grab both items. There's a nice cache of mana just off to the right, in front of the Portal gate to The Mill. If you're playing as the Crusader, you might consider using the Tome of Power to turn the Vorpall Sword into a long-range weapon, just don't forget that you'll need two Blue Mana per shot.

Now that the beasts are out of the way, pick up the healing vials and other items in view.



TIP

Never run straight at a Knight Archer, instead zigzag to avoid the hail of arrows he flings in your direction.

Chapter 6 Blackmarsh, The Mill, and Barbican



Now take the dirt path through the west rock formation and wind through the tunnel until you come to a bridge. There's a Knight Archer on both sides of the bridge. Dispatch the nearest one, then lure the other one out of the room by walking around and dodging his fire. Once he takes the bait, run up and attack him.

When he's history, jump in the water to collect the Quartz Flask and take special note of the panel switch under the bridge! You'll be coming back here in a few minutes. Now cross the bridge and a door will open. In front of you is the Wizard's Lab, but before you go exploring, take care of the Skull Wizard and Knight Archer. Once the area is quiet, walk up to the lectern or into the Golden Pool to reveal a clue.



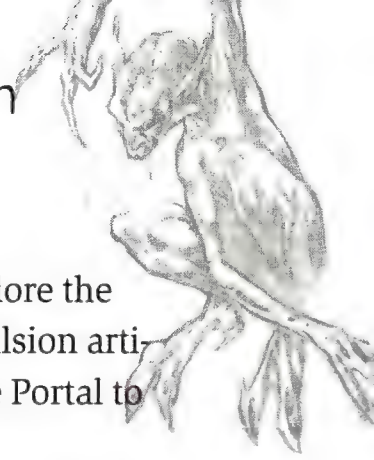
TIP

Always restore your Hit Points with available Healing Vials before you use precious Quartz Flasks. Quartz Flasks can be stored in inventory, Healing Vials can't. Often after a battle, healing items are just around the next corner. (Thank the game designers for that!)



**YOU NEED THE BONE DUST OF
LORIC TO COMPLETE THE SPELL
AND CREATE THE POTION OF
MITHRIL TRANSMUTATION**

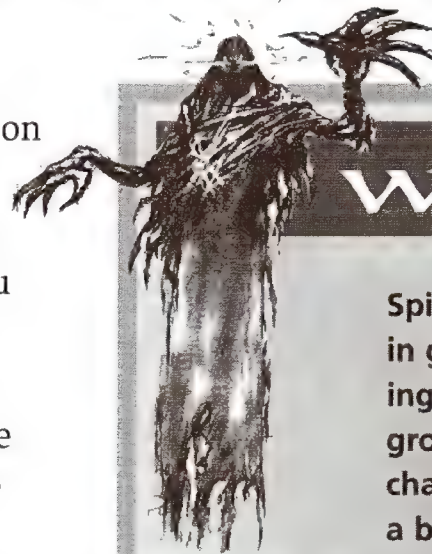




So, it's bone dust you need...time to get moving, then. Explore the Wizard's room, and break the urns for a couple of Disc of Repulsion artifacts. Notice the huge gate with the two skulls on it—this is the Portal to Barbican. For now, though, let's find some bones.

Go back up the carpeted stairs to the bridge. Dive back in the water and hit the panel switch down there. Proceed through the teleport to the dungeon. Be careful, four knight Archers, one Skull Wizard, and a gaggle of Spiders wait for you in the dungeon. If you jump back in the teleport, you'll find yourself back in the green pasture. One strategy is to enter the dungeon and immediately take the teleport back out—most probably one or two foes will follow you. Once you clean out the room, follow the tunnel down to the next room with two waiting Knight Archers.

That's one large wooden winch! Don't forget to hit the panel on the wall to raise the iron gate as shown in Figure 6.2. It gives you access to the teleport back to the first crypt room. Collect all of the goodies, including the Amulet of Protection, and hit the lever to open the wooden gate. Be careful not to get too close to the moving wheel or you'll get squished. Now walk through the tunnel and prepare for battle with another Skull Wizard.

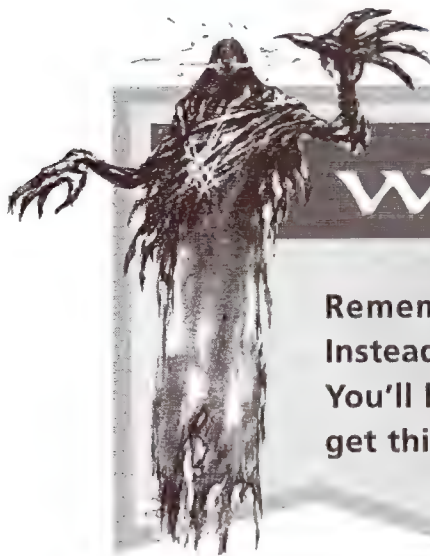


WARNING

Spiders are slow and weak, but in groups they can be surprisingly deadly. Always try to have groups of two or three Spiders chase you so they will space out a bit. Also, don't forget to look down when attacking Spiders, otherwise you'll be attacking empty air!

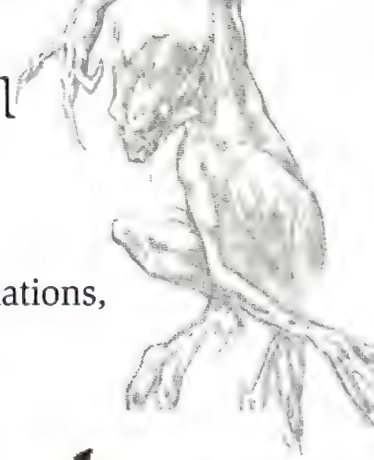


FIGURE 6.2: Notice the switch panel on the back wall!

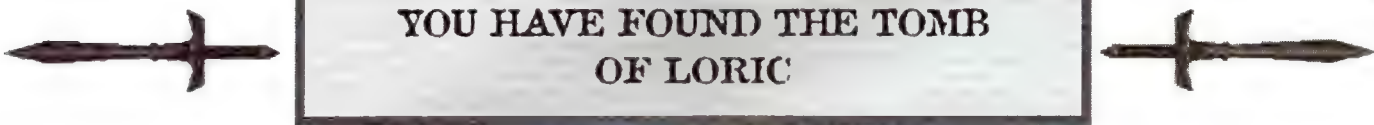


WARNING

Remember, never gloat after defeating a Skull Wizard! Instead of dying, he transmutes into one or more Spiders. You'll be left with only a handful of Hit Points if you forget this advice.



After taking care of the Skull Wizard and his nasty reincarnations, walk around the corner and onto the red platform.



**YOU HAVE FOUND THE TOMB
OF LORIC**

Grab those bones...now you just need to figure out how to grind them to dust! Pick up Healing Vials if you're in need. Drop in the water to collect a Quartz Flask. There are two passageways underwater: one leads back up to the red platform and the other one takes you back to the Wizard's Lab, where the Portal to Barbican lies.

Before exploring Barbican, though, trek back to the pasture and enter The Mill Portal.

THE MILL

Four Knight Archers await your arrival—quickly take care of them and grab the Health Vials they were protecting. Proceed and jump down the bridge to the pond below. Obviously, you'll need to find a different way back to the Portal gate. Continue along the lush corridor until you see some items on a high slope above, shown in Figure 6.3. It's a tricky jump, but worth the effort. Jump on the bush along the right wall, then make a jump to a low part of the ledge.

Continue along the path until you reach a clearing with Several Spiders and Knight Archers, and two teleporters. Remove the beasts, collect the available items, then leap into the lower teleport (on your left as you enter the clearing).

Zwapp! You've been transported to The Mill. Get your bearings quickly, two Knight Archers and two Spiders provide a small challenge. Remove the Archers first, then the Spiders. If you get surrounded or find

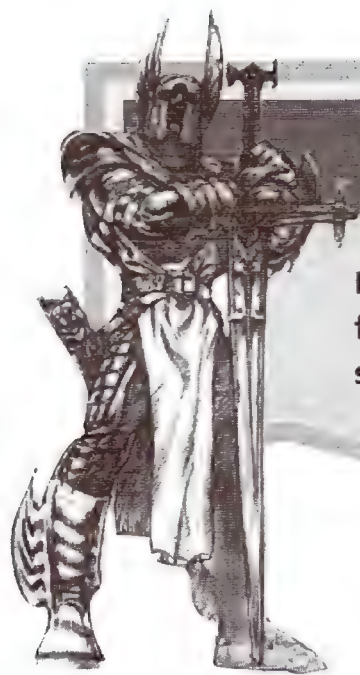


FIGURE 6.3: Jumping up there's worth a second weapon and a Chaos Device.

yourself losing the battle, just run away—even if that means jumping back on the teleport. After the area's clear, walk up the ramp and over to The Mill door.

YOU NEED THE MILL KEY

Who said this game was going to be easy? Go up the second ramp, slay the waiting Knight Archer, then collect the Mystic Urn, a prized artifact, indeed.



Be curious. Break open barrels and chests. Smash furniture and windows. You might be pleasantly surprised with what you find!

Leave The Mill by jumping on the teleport and return to the pasture. Now try the other teleport, up the small hill. Zwapp!—more Knight Archers and Spiders to remove. Again, take the Archers out first, then the Spiders. The first thing you'll notice in this area, other than the evil minions that greet you, is the large bell Tower with a lever in front. Go ahead, ring the bell...A slab of stone rises, revealing a descending ramp. Collect all of the valuables in the area, including the Krater of Might, and go down the ramp into the small chamber room with two Healing Vials, then proceed through the next wooden gate.

Eventually, you open a gate that will lead you back up to the Portal gate to Blackmarsh. Return to Blackmarsh, head down the bridge and enter the Portal to Barbican. It's time to find a Mill Key.

BARBICAN

Follow the corridor down to the castle entrance. Take out the Knight Archers, both the one on the ground and the one up on the wall. Walk up to the castle gate.

Chapter 6 Blackmarsh, The Mill, and Barbican

THE DOOR IS BARRED

Wait a minute, what's that catapult doing here? (See Figure 6.4.) Walk over to the catapult...where *did* that sheep go? Yes, you can do it that way too. Step on the scoop part of the catapult and give any part of the catapult a whack. Whoa! At least you're on the other side of the wall with only a few Damage Points as payment for the ride. Walk up to the "barred" door and unlock it—no more catapulting for you.

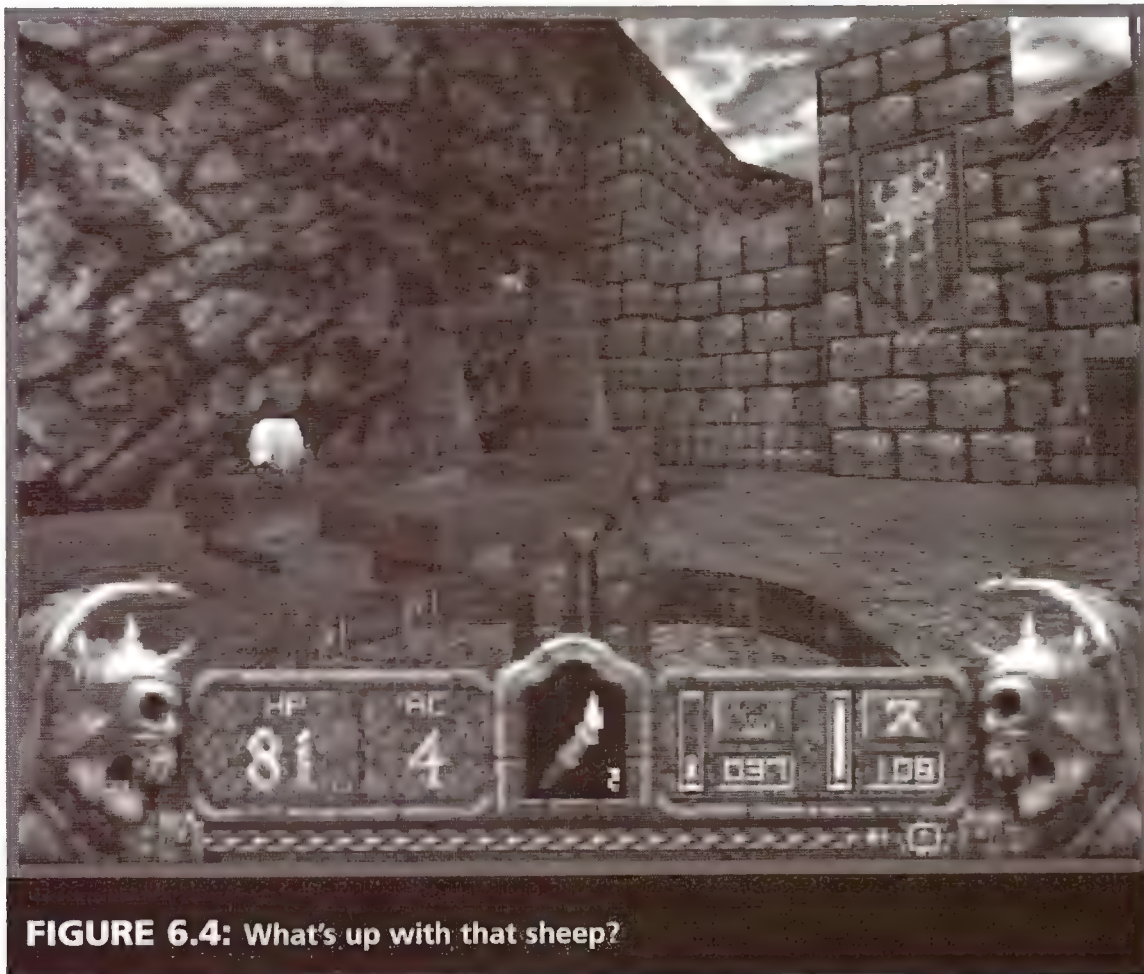
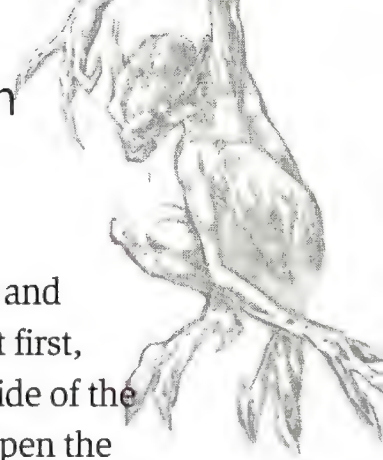


FIGURE 6.4: What's up with that sheep?



Now run through the rock opening and put down the Spiders and Knight Archer on the other side. Once again, draw the Spiders out first, then go after the Knight Archer. Check out the area on the other side of the cracked wall—there's some precious mana and a Quartz Flask. Open the wooden door and go in the next area. Agh! They saw you coming and raised the drawbridge. Doesn't matter, there must be another way in...eliminate the Spiders and Knight Archer, then get ready to go swimming.

Save the game here before you dive in the moat because you're about to face your first Hydra. You've got to do two things here: keep the Hydra in front of you so you can attack it and also take a breath now and again so you don't drown. I got destroyed the first few times I faced a Hydra, hopefully you'll fare better. Use your long-range weapon and keep your distance from the Hydra. Never, ever let it box you in a corner, or you'll be floating face down in no time.

There are two pathways you can take out of this moat. For now, take the dark tunnel just to the left of the rusted iron gate. You'll end up in a second moat and you'll have to sack another couple of Hydras. With the Hydras disposed, now crawl up the bank. This time there're three Knight Archers waiting for you up on the hill by the Tower. Quickly climb up and take care of them. Pick up some nice items up the hill a bit. Notice



TIP

Although you can descend slowly in the water without effort, using the default C key will make you sink faster—hopefully that'll give you a few more seconds underwater before you run out of air. Gasp!

Chapter 6 Blackmarsh, The Mill, and Barbican

that spinning key on the high ledge (shown in Figure 6.5). Could it be The Mill Key you're looking for? Also, check out the next balcony with the abandoned Crossbow. Hmm...



FIGURE 6.5: How are you going to get that key?

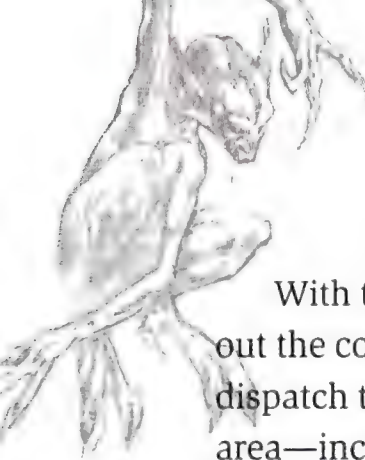
Jump back into the second moat and swim back to the rusted gate in the first moat. Break open the rusted gate and swim through. After rounding the corner, swim into the first (and only) tunnel on your right. Swim up and jump on the ledge. You'll see a room on the other side of the stone wall. Lucky for you, though, the stone is weak and you can break through the wall with ease (see Figure 6.6). After killing the three Spiders, grab the Quartz Flask, then check out the letter on the ground by the table.



**BEFORE THE DARK ONES
STORMED THE CASTLE, I
SEALED THE OLD TOWER.**

Interesting...don't you wonder what he sealed in the Tower? Leave the room and you'll face out into a courtyard where there's lots of fire-power aimed at you. Don't enter the courtyard yet, instead rush up the stairs to the left. Then run up another flight of stairs to the top balcony, overlooking the courtyard. Sneak up on the Knight Archer, kill him, then run around the corner to the Crossbow that's been shooting at you. Punch out the Crossbow until it disintegrates. Like a Knight Archer's arrows, the Crossbow's fire is easy to dodge with careful strafing.





Chapter 6 Blackmarsh, The Mill, and Barbican

With the Crossbow out of commission, it's time to go down and clear out the courtyard. Take the stairs down, enter the courtyard, and quickly dispatch the two Knight Archers lurking there. Grab all of the items in the area—including your second weapon—and don't forget to break all of the barrels and urns. Walk up to the giant door in the area next to the courtyard.



YOU NEED THE CASTLE KEY



Now there are two keys you'll need: The Mill Key and the Castle Key. If you weren't so smart, this could get confusing. Right?

Once you've collected all of the goodies in the courtyard, go up the stairs to the second floor and open the door you'll find there. Walk into the next room with the three stone beds. Before exploring, kill the Spider and the Knight Archer that enters from the next room. You'll find plenty of nice items around, including the Boots of Speed in the chest. Now walk into the next room with the sword rack on the back wall. Break the urns in the corner and discover an unusual marking on the wall behind the broken urns (Figure 6.7). Curious? Hit the marking to open a secret door. Go in and climb up the stairs to find a Crossbow you can call your own! Move up to the apparatus.



YOU'RE IN CONTROL!



Time for some target practice—with your attack key, blast the Tower that sits above the second moat. Five or six shots ought to do it.

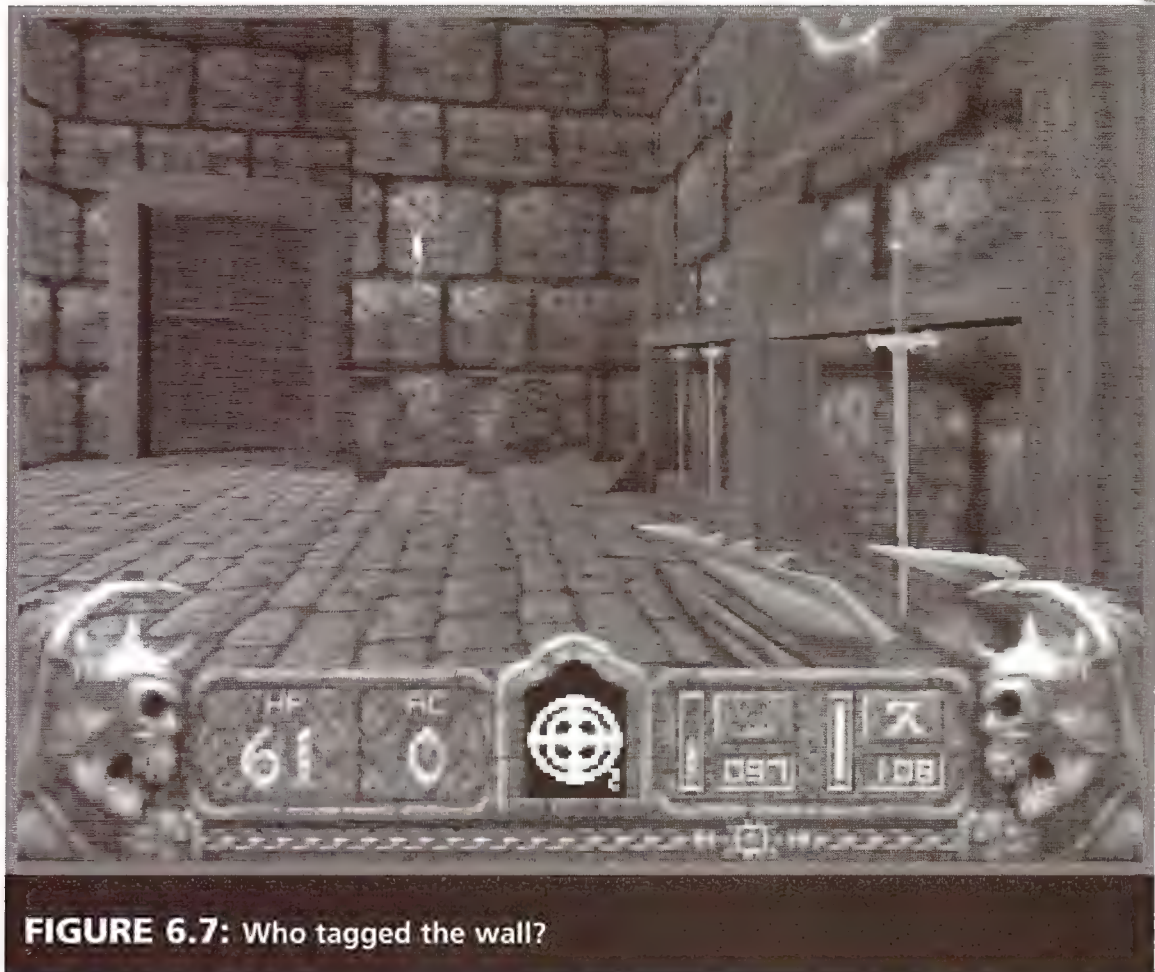


FIGURE 6.7: Who tagged the wall?

**YOU DESTROYED THE OLD
TOWER**

In the Tower debris you can see a teleport; time to go check it out, but instead of jumping out the window, take a different path back to the second moat.

Go back down the stairs to the secret entrance. Check out the room with the red curtains in the doorway for some cool goods. Then open the wooden door next to the secret passage and go in. Push the lever in the corner of the next room. When you hit the lever, you'll see a message about a drawbridge.

Chapter 6 Blackmarsh, The Mill, and Barbican

**YOU HAVE ACTIVATED THE
DRAWBRIDGE**

Go up the ramp to the room with the caldron. There's a secret drop behind the caldron. Jump down and walk through the door to the next room, where you'll see some stone stairs with a couple of steps missing (as shown in Figure 6.8). Unfortunately, you'll also meet up with a Archer Lord, who is four times heartier than the commonplace Knight Archer. Luckily, the same strategy that works on Knight Archers works on Archer Lords, it just takes longer. If you're low in mana or HP, this might be a good time to use a Tome of Power.

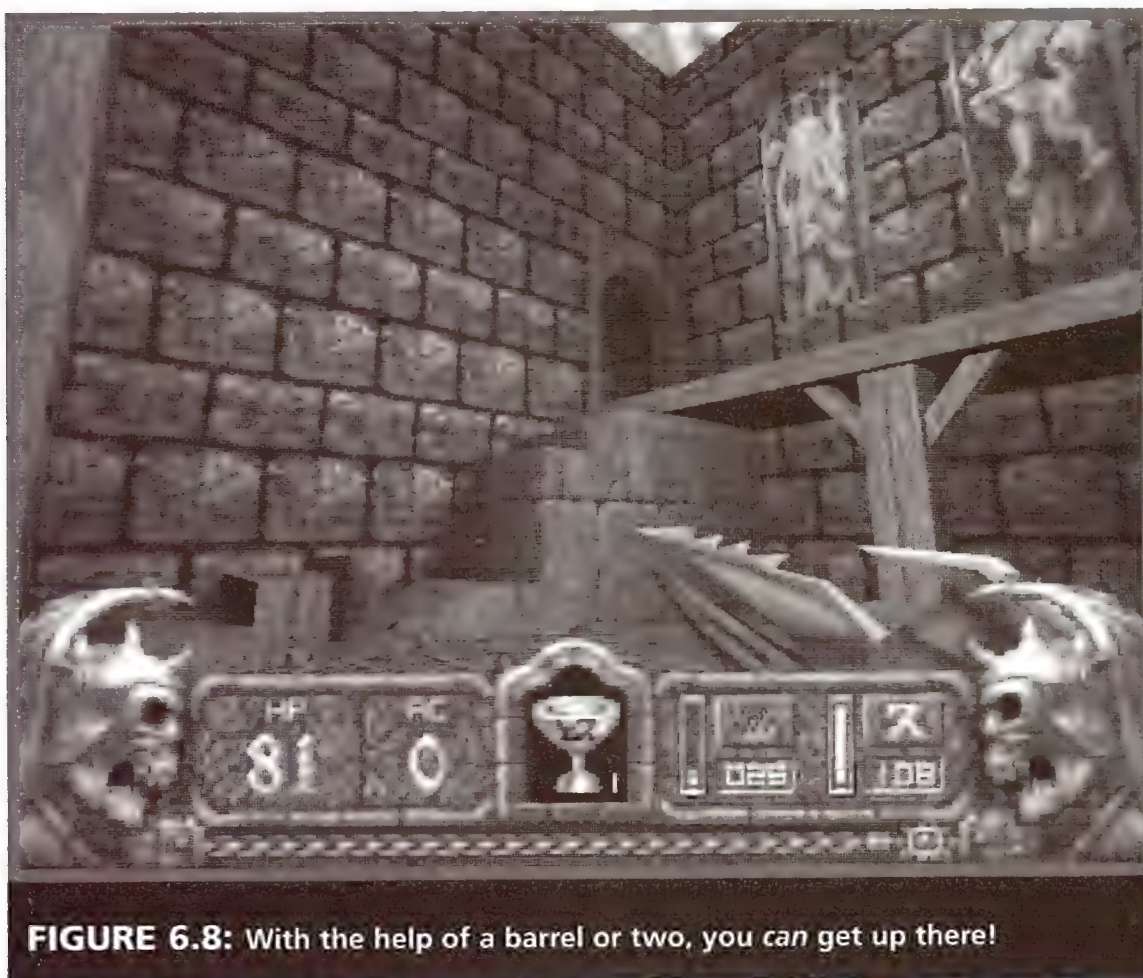
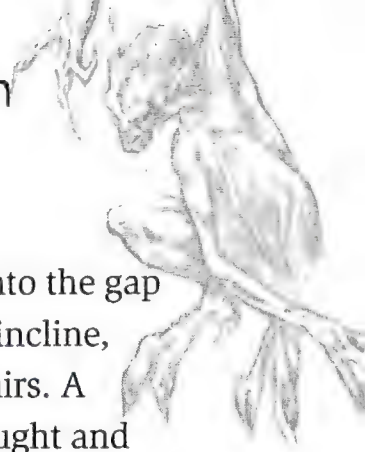


FIGURE 6.8: With the help of a barrel or two, you *can* get up there!



In order to get up to the ledge above, push a barrel or two into the gap between the stairs. The second barrel should slide right up the incline, giving you easy access to the loft. Now you can jump up the stairs. A Skull Wizard lurks in the room on the left, but he's deep in thought and easy to sneak up on. Don't forget that in death, he may turn into a Spider or two. Once he's history, pick up the items scattered around.

Notice something peculiar under the Wizard's table? Attack his desk to reveal a hidden floorplate. Step on the floorplate and watch the secret door slide open. Go in and get the Bracers and the Chaos Device. Up the stairs is a quick exit to the courtyard, but let's go back to the Wizard's area for now. Leave the secret area and open up the boarded window. (It's just behind where the Wizard was standing before you attacked him.) Awww, more green pastures... Jump out the window and into the water. Kill the two Hydras and swim up to the tan underwater door.



A LARGE MITHRIL WALL

Maybe that's what you're making the potion for. Swim to the end of the tunnel, open the secret door, and swim into the first moat. Swim to the end of the moat and swim out the dark passage tunnel to the second moat. Climb up the bank and find in the remains of the Tower, a teleporter. Jump in the teleporter and find yourself on the balcony.



YOU HAVE ACQUIRED THE MILL KEY

That's what you came for—The Mill Key. Pick up the Tome and Chaos Device as well, then dive back in the water and swim back to the first moat. Climb out of the water and retrace your steps back to the Portal gate that will transport you to Blackmarsh. Then, it's off to The Mill.



BACK TO THE MILL

Ahhh...now you find yourself in the familiar confines of the Wizard's Room, with the Golden Pool. But wait—before you can make your potion, you need to go back to The Mill to crush Loric's bones down to dust.

Return to the Portal to The Mill. Enter and proceed to the teleport to the actual Mill. Once there, go up the ramp and inside The Mill. Walk up to the grinding apparatus and start the milling process.



**THE BONES ARE CRUSHING
NICELY. GO OUTSIDE TO
GATHER THE DUST.**



While the bones are getting pulverized, walk up the ramp inside The Mill, kill the Spider, and collect the Blue Mana. Exit The Mill and go down the ramp. Surprise—a couple of Knight Archers must have followed you here. Dispatch both of them and collect your bone dust at the duct outside The Mill house (see Figure 6.9).



**YOU POSSESS THE DUST
OF LORIC**



With bone dust in hand, race back to the Wizard's Room and jump into the Golden Pool.



**YOU HAVE CREATED A POTION
OF MITHRIL TRANSMUTATION**



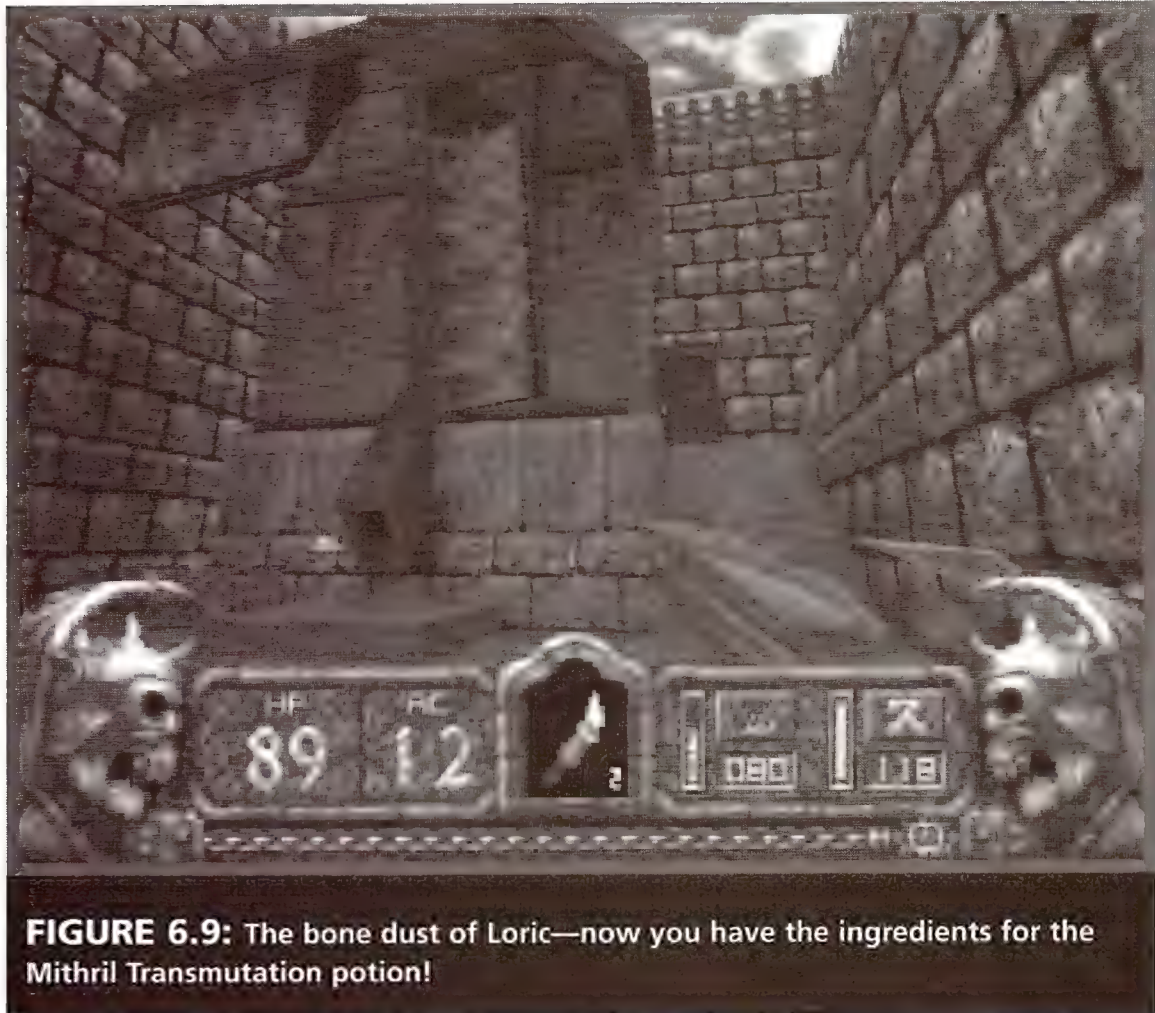


FIGURE 6.9: The bone dust of Loric—now you have the ingredients for the Mithril Transmutation potion!

Before you leave for Barbican, make sure you pick up the hard-earned potion.



Now you're ready to leave the Blackmarsh level for good. Head through the Portal gate back to Barbican. Time to collect the Castle Key!

BACK TO BARBICAN

Run back to the first moat and dive in. This time swim to the right and out the secret passage. Find the tan Mithril wall, as shown in Figure 6.10. This time, with the Mithril Transmutation potion in hand, something amazing happens.

**YOU HAVE TRANSMUTED THE
MITHRIL WALL TO WOOD!**



FIGURE 6.10: It's magic time!

Back to Barbican

Awesome! Break through the newly-formed wooden wall to find the Castle Key (and some air—whew!).

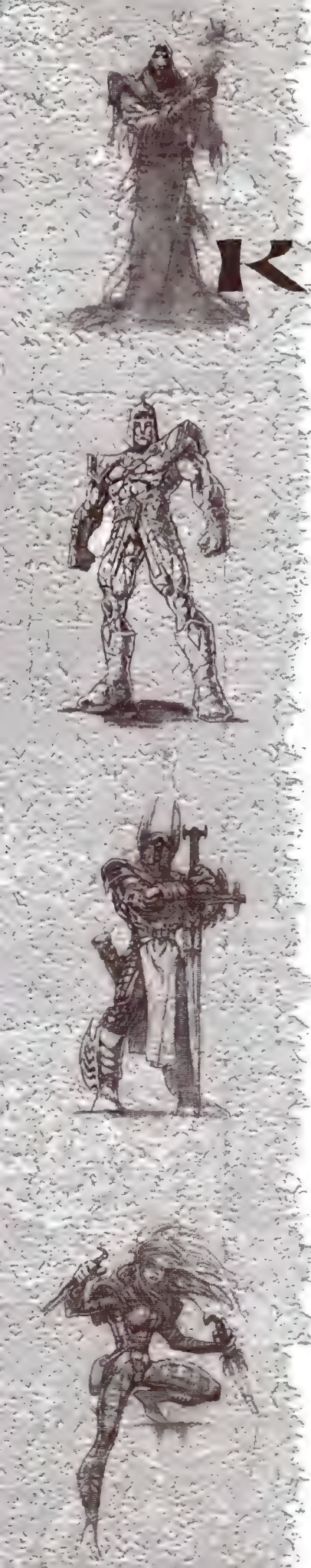


YOU POSSESS THE CASTLE KEY



Swim out the secret passage back to the first moat. Climb out of the water and use the handy drawbridge to return to the courtyard and the main castle door.

The castle door opens, revealing a teleport gate to King's Court. Congratulations, you've made it to the first Hub.



CHAPTER SEVEN

KING'S COURT HUB

Hey, where is everybody? Seems that the hand of Eidolon has been here—all of the villagers are either corpses or have run off and the vile monsters are claiming squatter's rights! You'll face a slew of Spiders, Knight Archers, Skull Wizards, Golems, and tenacious Imps as you move through the relinquished Castle in order to gain the ability to break through the Crystal Wall. But you won't be leaving the continent of Blackmarsh until you face down the first of the evil generals, Famine.

There are three major puzzles that you'll need to solve before leaving this Hub. To confuse matters worse, the puzzles are interconnected, so you'll be solving several puzzles at the same time. Although the steps in each puzzle must be completed in the listed order, you'll be solving more than one puzzle at any given

time. In other words, get ready for a lot of level hopping.

An early goal is to find the Disrupt Magic Scroll so you can enter the Palace Entrance Portal.

FIND THE DISRUPT MAGIC SPELL

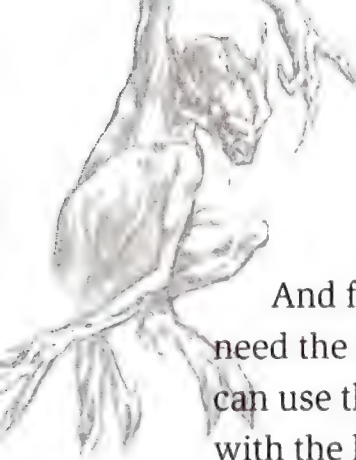
-  Find the Tailor's Key.
-  Open the Tailor's Closet to get the Disrupt Magic Spell.
-  Use the Scroll to enter the Palace.

An important milestone in this Hub is gaining entrance to the secret Altar of Hunger.

GAINING ACCESS TO THE ALTAR OF HUNGER

-  Discover the diary mentioning where the Treasury Key is buried.
-  Find a shovel.
-  Unbury the Treasury Key.
-  Find the Amulet of Hunger.





Chapter 7 King's Court Hub

And finally, to leave this Hub and face your fears of Famine you first need the ability to unleash the powers of the Crystal Arch! But before you can use the Arch, however, you've got to see it. You'll be able to do that with the help of a special lens.

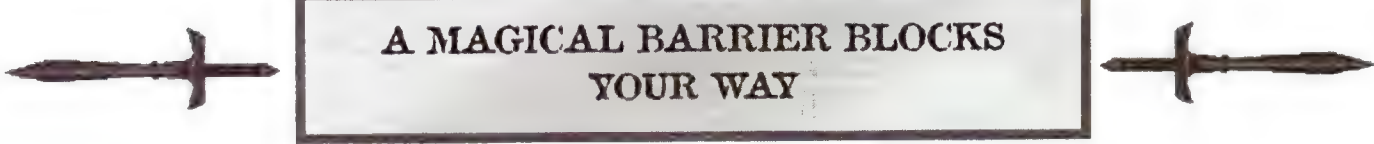
CREATE THE LENS OF SEEING

-  Search out the Stable Key.
-  Find the pile of sand.
-  Melt the sand into a bead of glass.
-  Transform the glass bead into a Lens of Seeing.
-  Use the lens to gain the ability to destroy the crystal.

Hexen II is not a linear game in any sense. You need to cruise between levels often to complete your goals. This map of the King's Court Hub shows all of the stores and Portals. Because you'll be jumping between levels so often, this map will soon become ingrained into your brain.

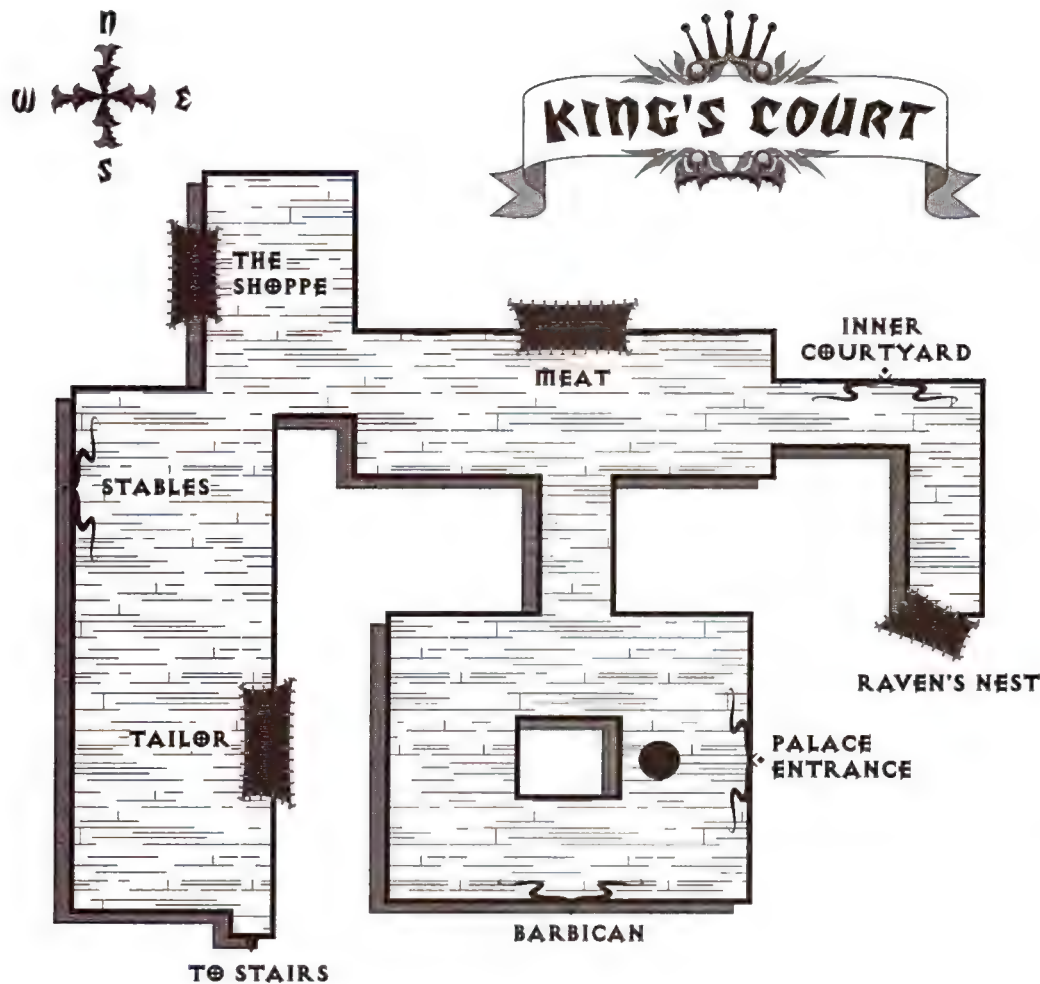
From Barbican, enter the Portal Gate to the first Hub, King's Court.

You find yourself in a huge courtyard with a statue of the late, great King of Blackmarsh (God rest his soul). There's a Knight Archer to your left—run over and take him out. Just across from the statue is another Portal Gate, but this one's got a strange glow to it (see Figure 7.1). Try to open it.



**A MAGICAL BARRIER BLOCKS
YOUR WAY**

King's Court Hub



Portals	
BARBICAN	
PALACE ENTRANCE	
INNER COURTYARD	
STABLES	
Stores	
MEAT	
THE SHOPPE	
TAILOR	
RAVEN'S NEST	



Clearly then, you'll need to do something to unblock this Portal to the Palace Entrance in the near future. For now though, check out the grand Courtyard. Watch out for sniper fire, though; there's a Crossbow and a couple of Knight Archers up on the parapet above the Courtyard.

Walk to the archway at the end of the area and you'll hear the thunderous footsteps of a Golem. Enter the tunnel to meet your opponent. Golems don't have any long-range weapons, so avoid close encounters and use *your* long-range weapon. A Golem will occasionally lunge at you, so be careful to get out of his way, run around him, and pelt him as he chases you. After you whip his iron carcass, walk through the tunnel, under the archway, into a clearing. There are a couple of Knight Archers





Chapter 7 King's Court Hub

IN SEARCH OF THE TREASURY KEY

Finding the Treasury Key can take one of three different paths, depending on what triggers you hit as you first enter the King's Court Hub. Here's how the triggers work. Look at the King's Court map. The trigger line you cross first (A, B, or C) will determine where the Clue and Treasury Key are located. Most players will fully explore the courtyard before entering the tunnel, so they'll trigger the "A" version. This walkthrough assumes you triggered A first, but gives hints as to the other two possibilities.

A-triggered puzzle:

You'll find the clue for this version of the puzzle in a hidden diary in the Stable. The clue will tell you where the Treasury Key is buried: between the tree and the forge.

B-triggered puzzle:

Look in the Meat freezer for the clue. It'll tell you to find the Treasury Key where the water runs uphill. Does it sound like the fountain in the Palace?

C-triggered puzzle:

This time, you'll find the clue in the basement of the Inner Courtyard. It'll be in a letter from Anton. Unearth Anton and you'll also find the Treasury Key. Yes, he took it to his grave!

on either intersection, with three archways and the entrance to the Meat shop. Let's call this intersection the four corners since you'll be crossing paths here a lot. Start by exploring the Meat shop.

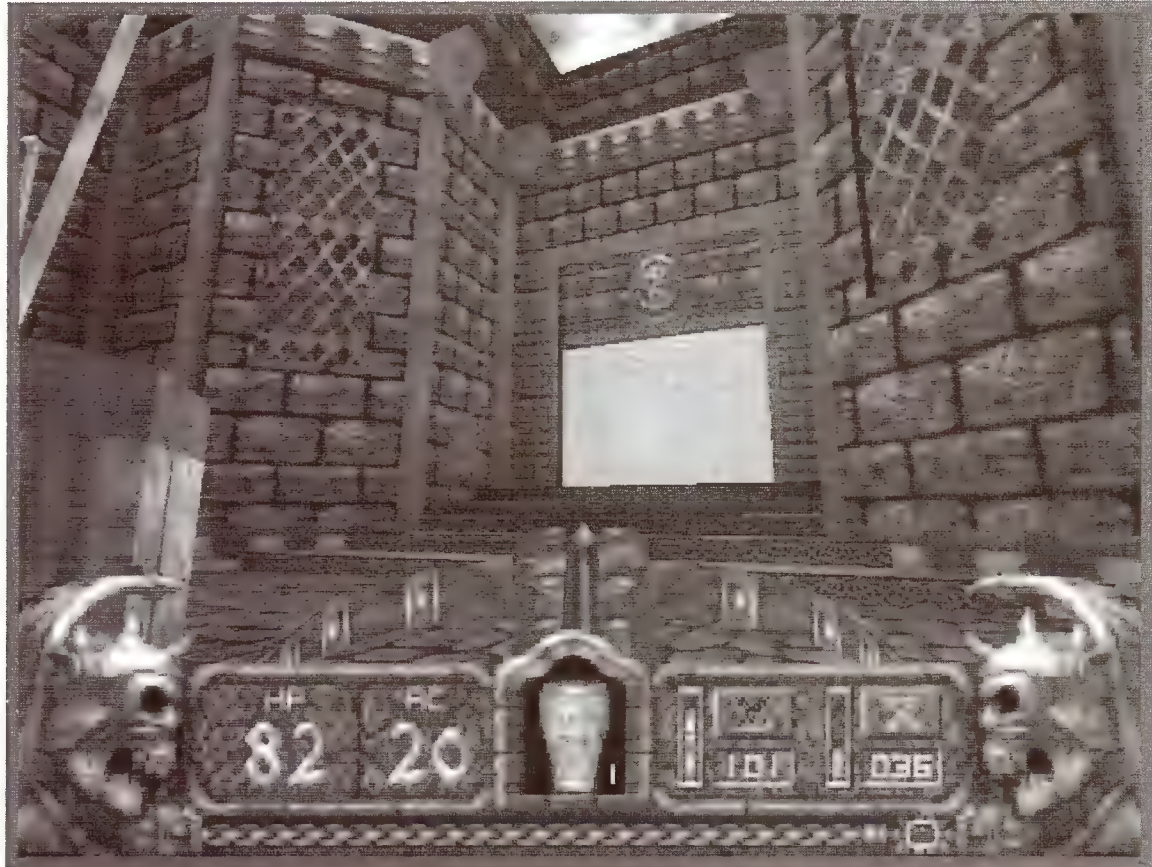
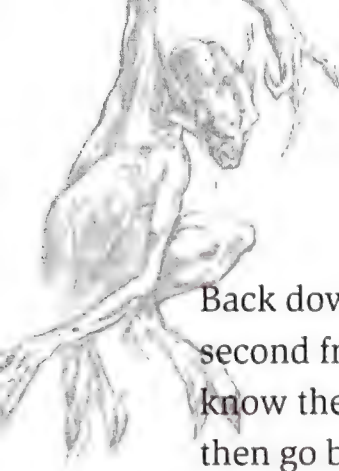


FIGURE 7.1: Looks like a normal Portal, but what's up with that white glow?



MEAT SHOP

Explore the shop with the prominent “Meat” sign in front. Although there are no puzzle elements in this building, you can collect a few goodies, including precious Mana Crystals and Healing Vials. Go upstairs, butcher the Knight Archer, then grab the Amulet of Projection and other items. Yes, you can use the stone bed to vault up to the window sill, break the window, and then tiptoe onto the roof. There’s nothing up there except a good view of the sheep pen, but it’s a cool challenge—if you desire it.



Chapter 7 King's Court Hub

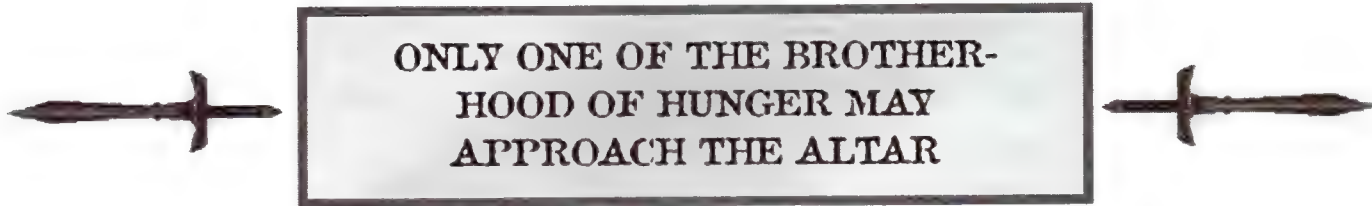
Back downstairs, open the freezer door, go down the ramp, and open the second freezer door. Three Spiders and a Knight Archer wait inside. You know the drill—lure the Spiders out so you can slash them one by one, then go back into the room and take out the waiting Archer. Grab all the items you find and leave the Meat shop.

Trek back to the four corners intersection, and explore The Shoppe next. Facing the Meat sign in four corners, go left, and take the first right.



THE SHOPPE

Enter The Shoppe and take the stairs up to the room with three Spiders and a Knight Archer. After dispatching the vermin, walk into the next room. Notice the chest at the foot of the bed, as shown in Figure 7.2. Break it open and a secret panel slides open, revealing a room. Try to enter.



**ONLY ONE OF THE BROTHER-
HOOD OF HUNGER MAY
APPROACH THE ALTAR**

Whoa! One thing's for sure, that's some strong force keeping you out of that room. Without a doubt, you'll be back after you find out the story about the Brotherhood of Hunger. To finish exploring The Shoppe, roll up the ramp into another room. Eliminate the Knight Archer there, and secure all of the items you find.

It's time to leave The Shoppe, but you'll be back. Now check out the Tailor shop—take a right once you leave The Shoppe and wind around until you reach the store with the spool, needle, and thread sign in front.

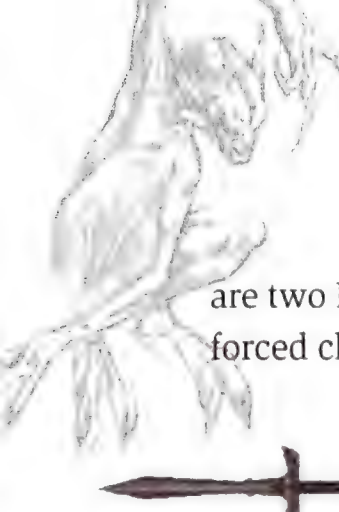


FIGURE 7.2: Trick or Treat: smash the chest for a surprise.



THE TAILOR SHOP

There's quite a flurry of activity as you first approach the Tailor's shop, including two high-flying Imps. Always try to engage one foe at a time. Sometimes Imps will chase you, so it's always a good idea to lead them back to a tunnel or stairway, where the ceilings are low. Strafe to either side to dodge their fire, blasting them with your long-range weapon when you can. Once you clear out the area in front, go inside the Tailor's shop; there's a lone Spider as you walk in. Up the stairs however,



Chapter 7 King's Court Hub

are two Imps and some Spiders. Explore the upstairs and you find a reinforced closet, try to open it.



THE TAILOR'S CLOSET IS LOCKED

Another puzzle, huh? Leave the Tailor's store and seek The Raven's Nest. Head right as you exit the Tailor's shop, go down the hall, then make the next right. A Knight Archer lurks outside the Nest. Strafe to dodge his fire and eliminate him swiftly.

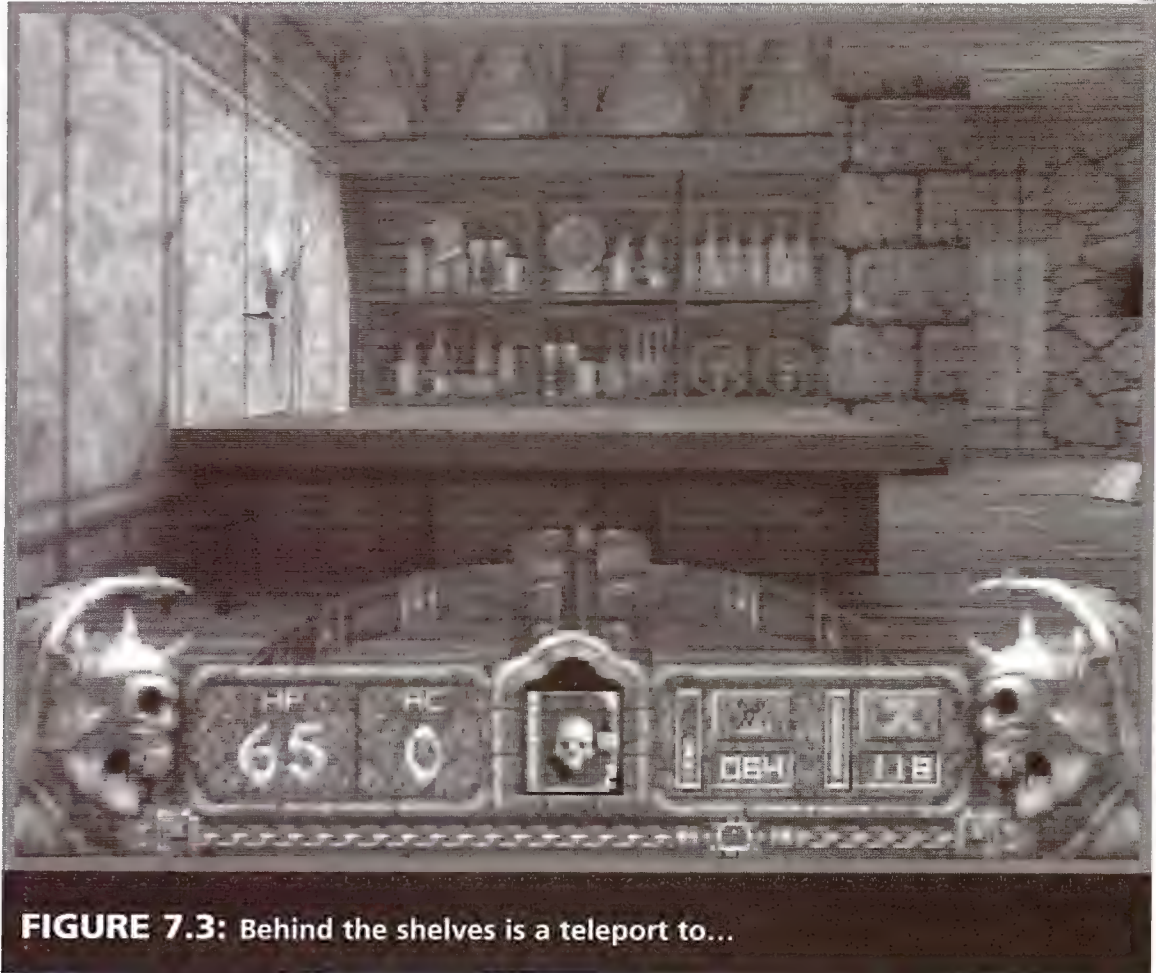
Now's a good time to visit the last shop in the area, The Raven's Nest. How 'bout a drink?



THE RAVEN'S NEST

As you enter the pub, you'll encounter a Spider and a Knight Archer on the first floor. Upstairs there are two rooms; in one there's a Knight Archer. Back downstairs, you can enter a secret area if you break up the wood shelves behind the counter, as shown in Figure 7.3. (Yes, it's a perfectly good waste of alcohol.) Jump on the teleport and you'll end up in a secret room above the main Courtyard. Yikes! There's a Knight Archer waiting for your arrival. After getting rid of the Archer, pick up the items, open the door, and pelt the two Imps hovering just outside the door. Now you have access to the parapet that overlooks the main Courtyard. There are two Crossbows and two Knight Archers up here. If you plan it correctly, you can take them out one by one, until you clear the area.

You can exit the parapet by taking either the stairs down to the main area or the teleport back to The Raven's Nest. Now that you've checked out all of the shops in the village, it's time to explore some of the other levels via the Portal Gates. Right next to The Raven's Nest is the Inner Courtyard Portal. You might as well go in.

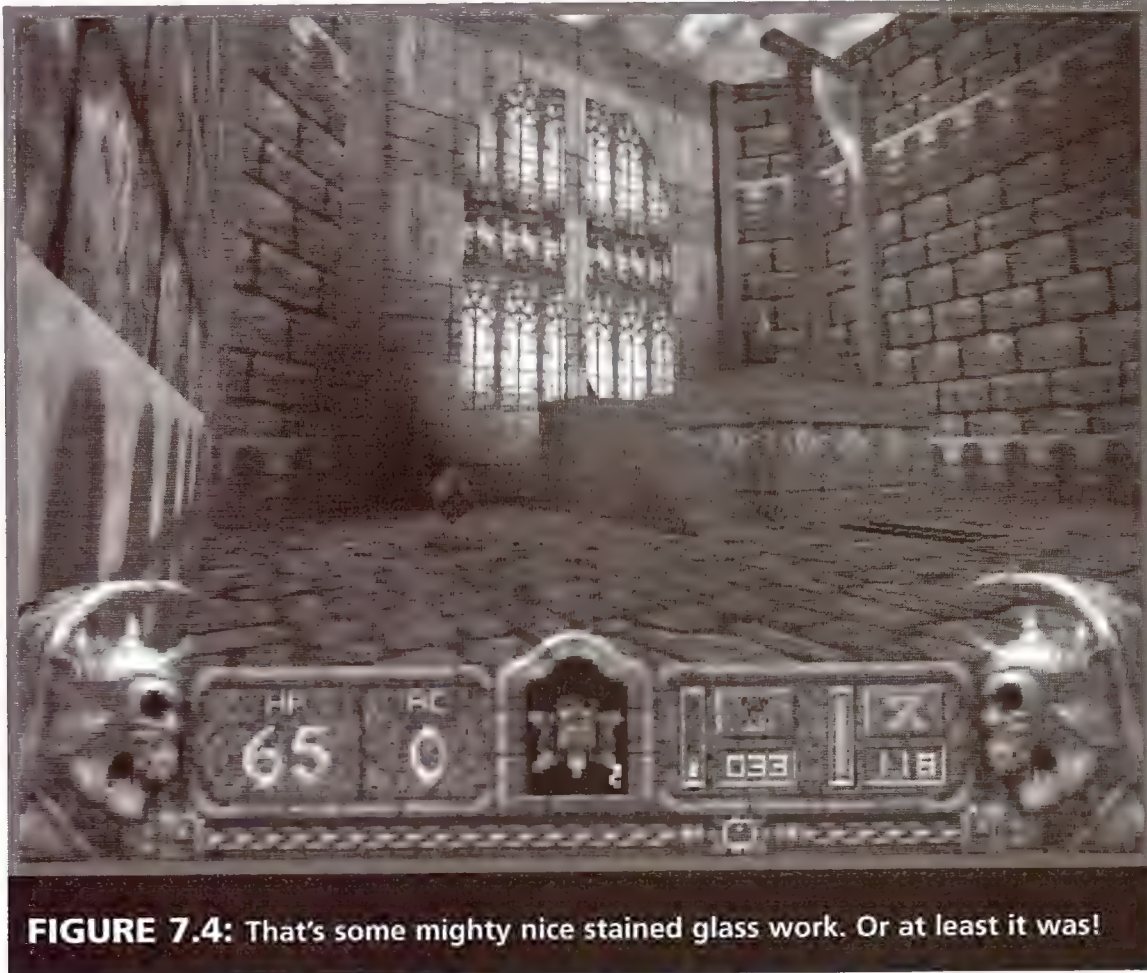


THE INNER COURTYARD

Once in the Inner Courtyard, you'll see a guillotine room on your left and a metal gate on your right. Go left and find the Imp and Knight Archer; take them out and climb on top of the guillotine platform. Activate the lever on the platform. Ouch! Did you mean to sever that guy's head? Behind the guillotine is a marvelous set of stained glass windows, as shown in Figure 7.4. Blow out the windows to find a secret area behind them. Jump from the platform into the newly exposed area. Push on

Chapter 7 King's Court Hub

some of the stone wall panels until you find one that slides backwards, revealing a secret pathway. Walk down the corridor until you reach another set of Portal Gates; this one leads to The Forgotten Chapel. Might as well go in.



THE FØRGØTTEN CHAPEL

Enter and walk up to the first door you find. Unfortunately, it's barred. So, keep on going until you reach a crypt (shown in Figure 7.5). This crypt

The Forgotten Chapel

room is loaded with beasts you'll need to eliminate, including a few Spiders, a couple of Knight Archers, and two hyperactive Imps. When the area's clear, go behind the crypt and you'll see three protruding steps on the back wall. Use them to jump onto the ledge just below the mural. Walk along the ledge until you activate a secret panel that moves the crypt and reveals a secret passageway.

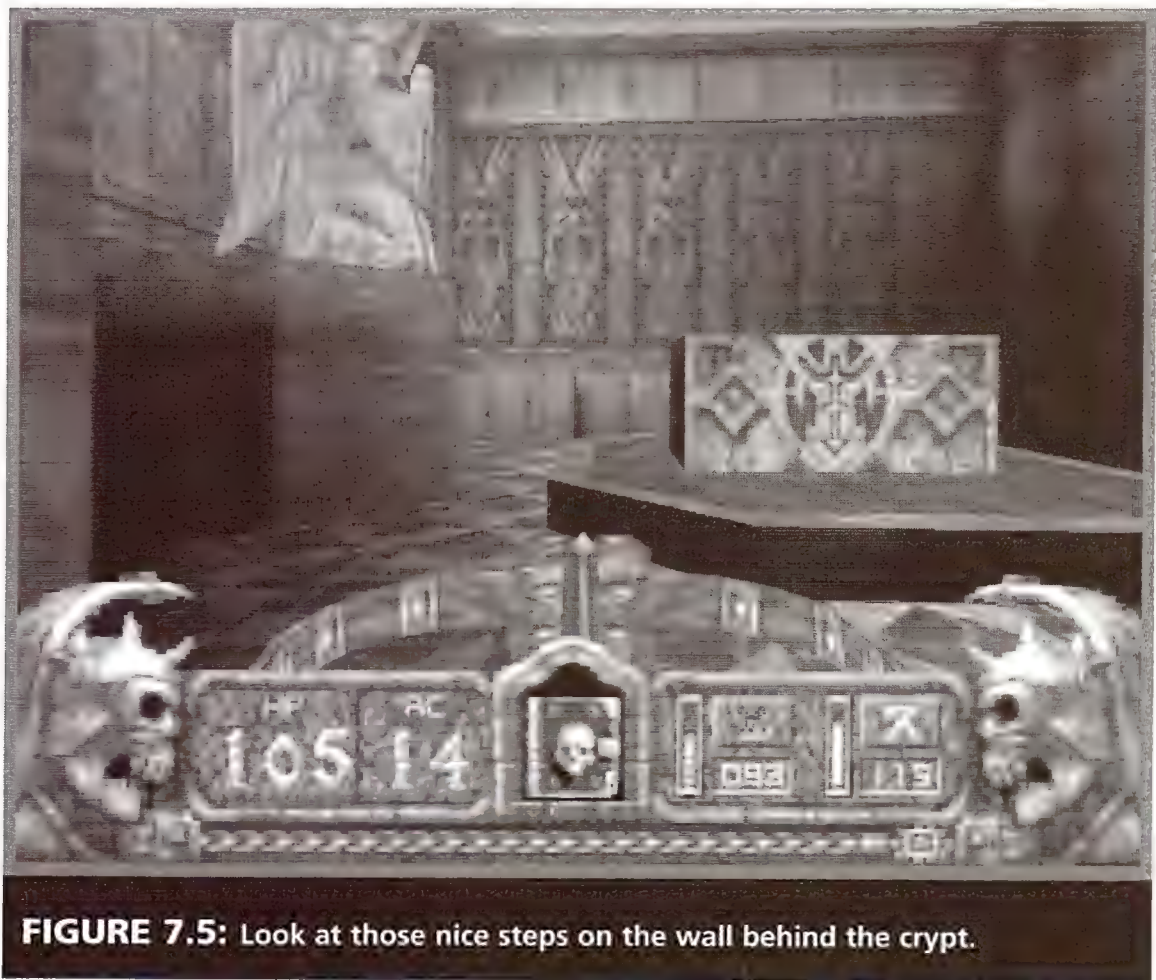


FIGURE 7.5: Look at those nice steps on the wall behind the crypt.

Drop down the newly-exposed opening and work your way through the narrow, cobwebbed passage. Surprise! More cobwebs, and what looks like a body. Move up to the corpse.



Chapter 7 King's Court Hub



**YOU SEE A BODY ENCASED IN
A WEB!**



Might as well slash the carcass rather than have it become Spider soup. Hit the carcass and it disappears. A key appears in the next room. Navigate through the webs and grab the key.



THE TAILOR'S KEY IS YOURS



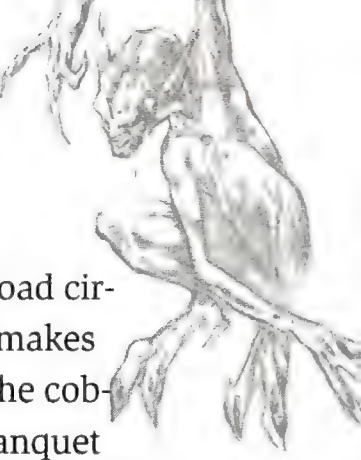
That key should come in handy back in the Tailor's shop. There's only one way out of here: jump in the hole and you'll land in a water system. Wade through the tunnels until you reach a small ramp up to a room. Of course, you'll meet a Golem and a couple of Knight Archers along the way. Once you get there, you'll find a teleport. Leap on it.

Once again, you find yourself in water—this time it's a water fountain in the chapel. There's a Knight Archer right on top of you; dispatch him from the water. Explore the fountain and find the submerged floorplate. Step on the floorplate to open a door. Now exit the room through the door (yes, the same barred door from when you first entered the level), and leave through the Portal Gate back to the Inner Courtyard.

BACK TO THE INNER COURTYARD

That was a profitable excursion and now you're back in the guillotine room. Time to explore the Inner Courtyard before taking the Tailor's key back to the Tailor's shop.

Back to the Inner Courtyard



The Palace has three main areas. In the first, a cobblestone road circles around with three shops along the way: a pub, a place that makes tombstones, and a woodshop. Take one of the two ramps from the cobblestone road to reach the upper section where there's a royal banquet hall (the second area). The third area is the forbidden section in the dungeon that you can reach only through a secret door.

From the guillotine room, head back out the entrance area and open up the huge metal gate. Enter the new area and you'll quickly greet a Golem. Take care of him and go inside the first shop, which must be a woodworker's shop—see all of the tools on the walls?

Go up the stairs, take care of the Imp, and explore the area. Move close to the curiously large fireplace.



THE FIREPLACE IS UNUSUAL



Hmm, it looks like there may be steps inside the fireplace. Crouch down and enter the fireplace. Jump on the steps, one at a time, until you can crouch out the top. If you have difficulty jumping from step to step, be sure to look down so you can see where you are and the new step before you leap. Crawl through the small opening until you reach a hall. Walk around the corner and take out the Knight Archer. What's that spinning thing? Move closer.



YOU FEEL A STRONG MAGIC RADIATING FROM THE GRINDSTONE

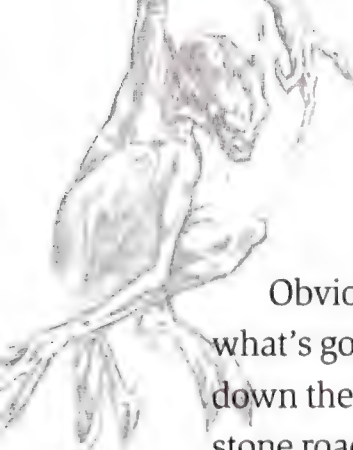


It's a grindstone. OK, so what? Move even closer.



YOU NEED A BEAD OF GLASS





Chapter 7 King's Court Hub

Obviously you'll need to come back to this place later, when you know what's going on here. For now, just mark this place in memory and crawl back down the fireplace. Leave the woodshop and keep walking along the cobblestone road. You'll see an alleyway with a tombstone at the end. Go up to it.

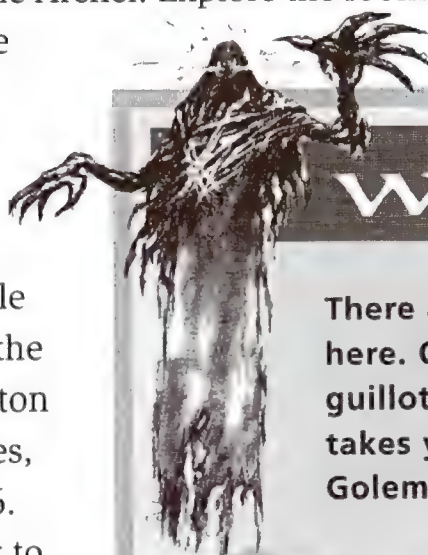


**HERE LIES ANTON, HE LOST
HIS HEAD**



Hope Anton wasn't the guy you beheaded back at the guillotine. If so, you owe him an apology. Go inside the shop. There are three unused tombstones waiting for an owner. Go up the ramp where you'll be met by two imps and a Knight Archer. Let the Imps follow you back into the stairwell so you can blast them as they come in. Then go back in the room and knock out the Archer. Explore the room and pick up items, including a Breastplate in the chest. In the next room over you'll find two corpses laid out on marble tables. You'll also find a couple of Spiders. Check out the room and notice a button next to the bookshelves, as shown in Figure 7.6.

Hit the button next to the bookcase to reveal yet another secret passageway. Enter and go down the stairs. There are lots of Imps and Spiders along the way. When you reach the bottom of the stairwell, you'll find two Golems. After that fun task, start exploring.



WARNING

There are two teleports down here. One takes you back to the guillotine—no problem. The other takes you to meet the Crystal Golem (shown in Figure 7.7).

Back to the Inner Courtyard

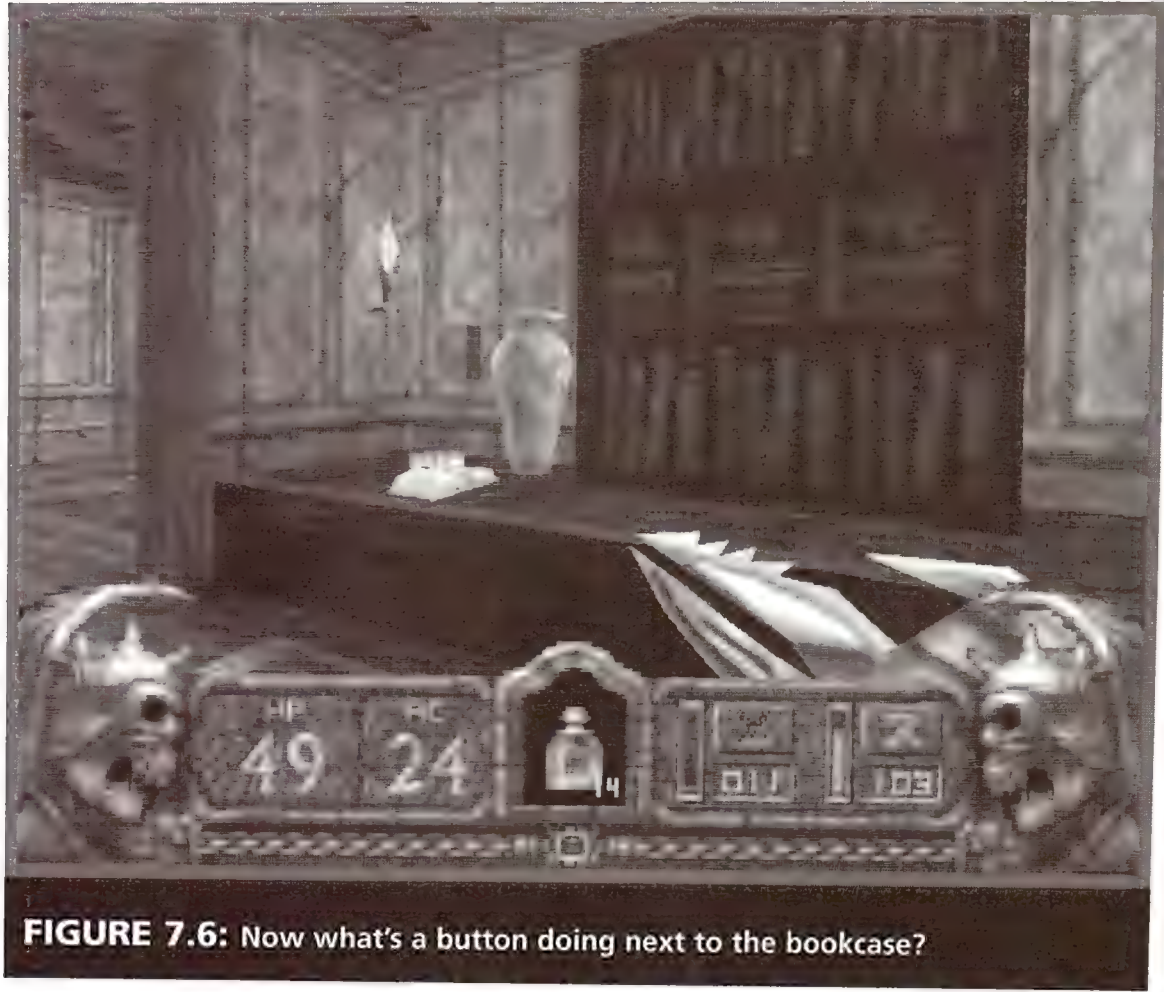


FIGURE 7.6: Now what's a button doing next to the bookcase?

You can go in and check out the Crystal Golem, if you're curious. But don't stay in there too long because your futile weapons won't damage it, yet. After you grab all of the goodies in the area, return to the cobblestone road, either by retracing your steps, or taking the "safe" teleport back to the guillotine area.

Back on the circular cobblestone road, find one of the two ramps up to the banquet hall. There are two Imps, two Knight Archers, and a bunch of Spiders waiting for you. Once the area is clear, check out the mural on the back wall. Move closer.

Chapter 7 King's Court Hub

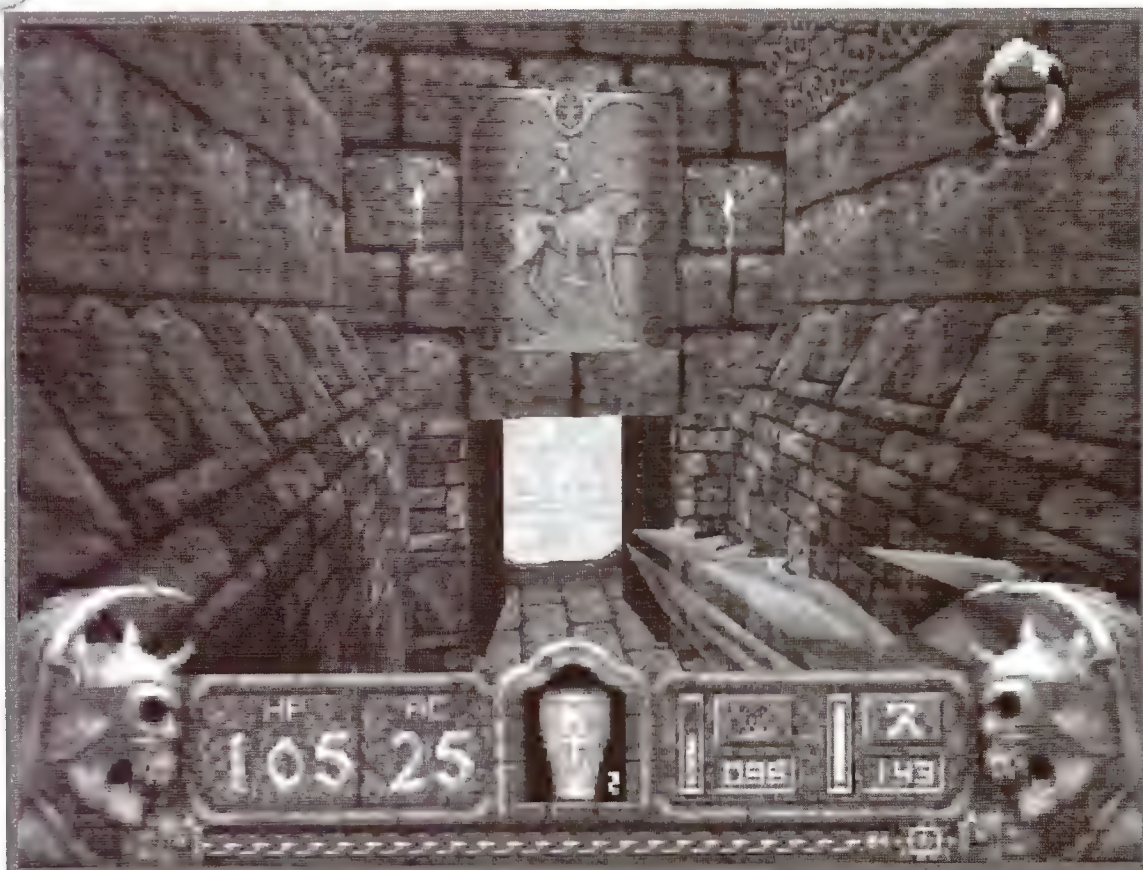


FIGURE 7.7: Careful, through that teleport is a Crystal Golem and you can't even scratch it yet...You still don't have the power to destroy crystal.

INVISIBLE FORCES ARE AT
WORK HERE, IF ONLY YOU
COULD SEE WHAT'S BEHIND
THE WALL

...Another important clue, but for now, you'll just have to make a mental note of it. Exit the banquet hall and head back to the Portal Gate.

Clearly, there's a lot more fun to be had in this level, but you've done all you can for now. Time to use that Tailor's key.



BACK TO KING'S COURT

Now you're back in familiar territory. Walk next door to the Tailor's shop to seek out the locked closet.

RETURN TO THE TAILOR'S SHOP

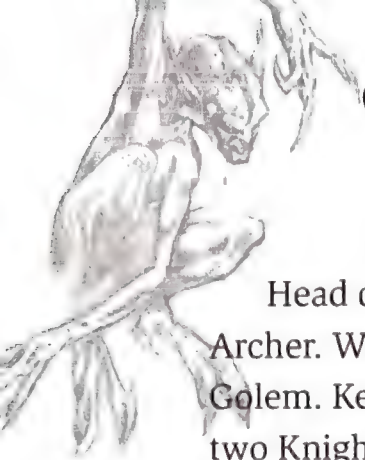
Once inside, go upstairs and walk up to the locked closet. With key in hand you can open the closet this time, revealing three Mana Crystals. Pick up the crystals and knock out the obviously false wall. Two Spiders sneak out of the secret compartment. Once the Spiders are history, jump up to catch the real prize.



Hmm, Disrupt Magic, where can you use this? Remember the first Portal Gate you saw when you entered King's Court? Yes, the Palace entrance was protected by a mysterious magical force. Maybe the Disrupt Magic Spell can help break the magic barrier. Leave the Tailor's shop, return to the four corners intersection, then go out into the main Courtyard to reach the Palace Entrance.

PALACE ENTRANCE

Sure enough, the Disrupt Magic Spell did the trick. Once inside the Palace Entrance, there's only one path you can take...but it's fraught with plenty of beasts so be careful.



Chapter 7 King's Court Hub

Head down the hall and take care of the Spiders and the Knight Archer. When you reach the throne room you'll have to deal with a Golem. Keep moving to the royal sleeping chamber, where an Imp and two Knight Archers will keep you busy for a minute. Move into the courtyard balcony. You can walk around the perimeter if you wish. Jump down to the main yard with the fountain. Open the door and go down the stairs. Eventually, you'll come to a barred gate. Try to open the gate.



YOU NEED THE TREASURY KEY



That's not surprising, considering the floor of the treasury room is lined with gold brick. There's only one way out—you've got to backtrack back to the Portal Gate.

Where to next? There's only one place in the Hub you haven't visited yet, the Stables. Off you go...

THE STABLES

Great, more sniper fire—run inside the Stable to get out of the heat. A couple of Spiders and a Knight Archer will greet you in the first hall. Kill the three of them and walk into the middle of the Stable. Here you'll find many creatures, a couple of Imps, some Knight Archers, and (of course) more Spiders. Clean out the first floor of beasts before you go exploring. Find the Forge—it's to the right as you first enter the main part of the Stables. There you'll find a Knight Archer, but also some nice goodies (including the set of Bracers above the anvil).

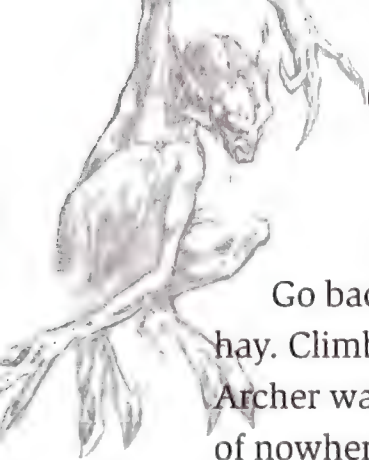
You'll also notice a secret area blocked by stacked bales of hay, as shown in Figure 7.8. You'll find a Spider and a Knight Archer behind there, and also a diary. Walk up to the book to see a distressing message.



FIGURE 7.8: There's a Knight Archer hiding behind the bales of hay!

THE BOOK READS "THEY TOOK
THE CASTLE BY STORM, SO
MANY DIED, BUT I WAS ABLE
TO BURY THE KEY BY THE
TREE AND THE FORGE"

That's interesting, but there wasn't any key in the area in front of the Forge, though...another puzzle to ponder.



Chapter 7 King's Court Hub

Go back to the main area; you'll notice a ladder behind some bales of hay. Climb up on the hay, then up the ladder and take out the Knight Archer waiting for you. Look up and you'll see a secret door appear out of nowhere, as shown in Figure 7.9.



There must be a way to reach that door. Walk over to the wooden door—it will slide open—and walk up the ramp. At the top of the ramp, you can go left or straight. This time go left and take out the Knight Archer in the next room. There are also a couple of Spiders to squash as well. Walk further on to the next room, and after you dispatch yet another Knight Archer, walk up to the wooden gate.



YOU NEED THE STABLE KEY



OK, add that to your list of things to find. Now go back to the top of the first set of ramps—you'll see that they extend way into the darkness. Walk into the dark corner and as you reach the top, a door will slide open, revealing the rafters of the building. Two Discs of Repulsion are just out of your reach. Inch along the rafter, pick up the Discs, and walk to the end. Hop over to the next rafter—careful now, it might take you a couple of times to get it right. Once on the middle rafter, you can spot that high secret door. Jump over to the rafter along that wall and go into the secret room. Nice—a new Helmet and some mana. There's also a lever up here: push it down. Do you hear some footsteps? Sounds like a Golem to me.

Jump down from the secret room and spot the newly arrived Golem. Jump up on a couple've stacked bales of hay and the Golem won't be able to reach you, but you can pound *him* with a long-range weapon all you want. Sweet deal. Once the Golem is down, check out the open compartment where he must've been hiding. There's a shovel in there; grab it.



YOU POSSESS THE SHOVEL



Remember the message in the diary? It said something about digging between a tree and a Forge. Now that you have an implement for digging, head off back to the Forge. Walk around the tree until a miracle occurs.

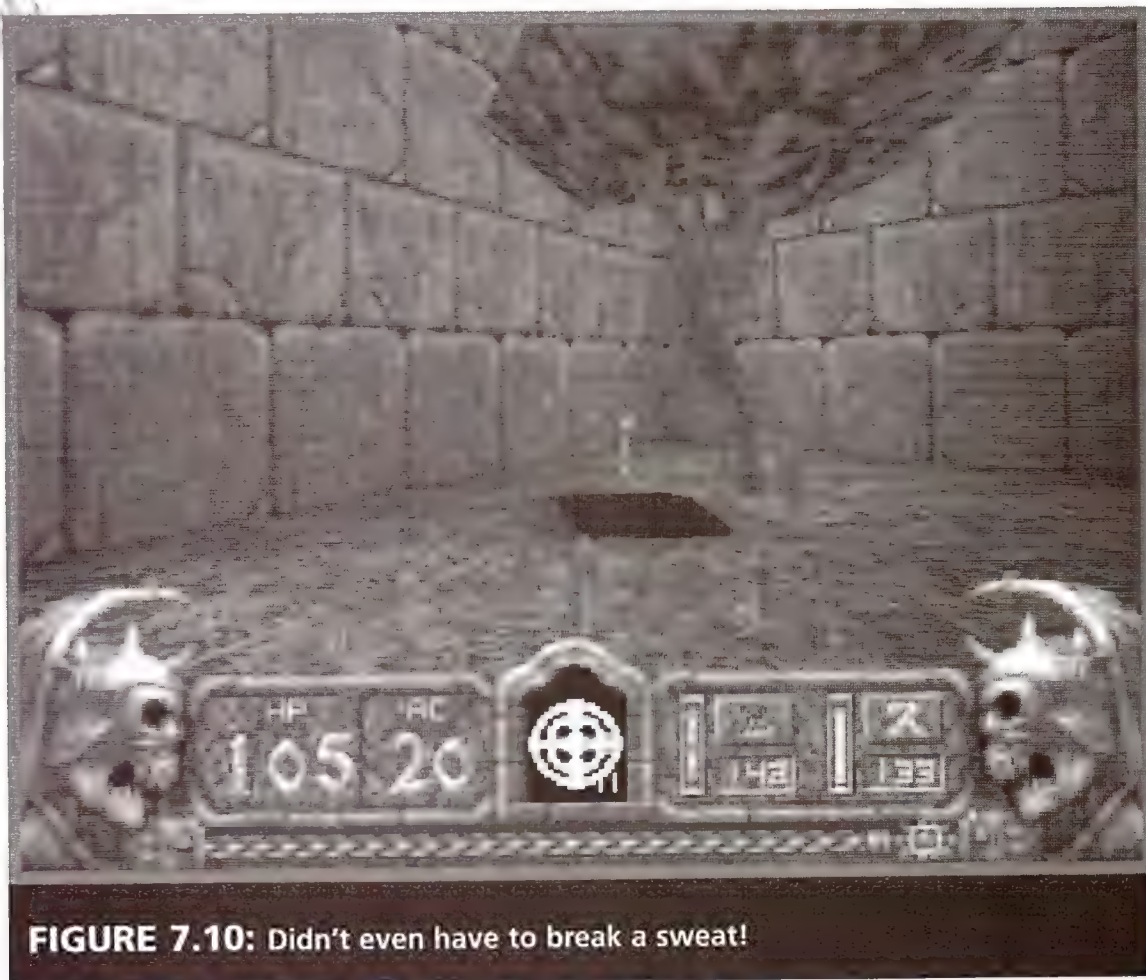


YOUR DIGGING PAYS OFF!



Chapter 7 King's Court Hub

There before you is a key in the newly dug ditch, as shown in Figure 7.10



Grab the key.

YOU POSSESS THE TREASURY KEY

That wasn't too hard. Now return to the place where this key will do you some good, the Palace. Go back to the four corners intersection and head back out to the main courtyard, where the Palace Entrance is waiting.



BACK T⊕ THE PALACE

Once in the Palace, there's only one route you can take, and it'll lead you right to the secured Treasury Room. This time, though, the Treasury key raises the gate. Inside you'll find lots of good stuff: Boots of Speed, three Discs of Repulsion, a Force Cube, a Tome of Power, and an amulet high in the air. Jump up and grab it.



You gotta love that! So that's the way you can get yourself into the altar where only the Brotherhood of Hunger can enter. Jump in the teleport in the Treasury Room and it'll get you almost all the way back to the Portal. Time for more level hopping; go back out to King's Court and then visit The Shoppe.

BACK T⊕ KING'S C⊕URT

Outside the Palace Entrance, trek back to the four corners area, then find The Shoppe where the Amulet you just found might be your ticket for more adventure.

R⊕TURN T⊕ THE SH⊕PPE

Inside The Shoppe, take the stairs back up to the secret room that you discovered earlier. Now you can walk right in. Walk up to the altar.



Chapter 7 King's Court Hub



**AND IT IS FORETOLD THAT
BY SEEKING OUT SAND, GLASS,
AND GRINDSTONE, ONE MAY
CROSS THE CRYSTAL BARRIER
AND JOIN WITH THE MASTER
OF HUNGER. YOUR QUEST
BEGINS AT THE FIREPLACE
BY THE FORGE.**



Hmm...not sure what the message means, but you certainly know where the Forge is, so it's off to the Stables where the Forge is to be found.

BACK TO THE STABLES

Back at the Stables buildings, go inside and find the Forge with the anvil and furnace. Go upstairs and find the fireplace. Hey now, that red button next to the fireplace definitely wasn't there before! Hit the button and watch the fireplace spin, making an opening into a secret area. Walk through and take out the Spider and Knight Archer that greet you immediately. There are three crates and a couple of barrels in the room. Break open the barrels to find a Quartz Flask. You can see some object behind the crates, so destroy one of the crates. Behind here, besides the Spider, is a key. Take it.

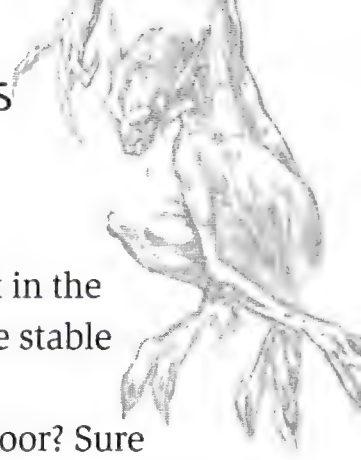


THE STABLE KEY IS YOURS



Go back downstairs, leave the Forge, and go back into the main area in the Stables. Climb up on the bales of hay to the short ladder and up the ramp to the Stable door that was locked when you tried it earlier. Now,

Back to the Stables



however, it opens for you. Find the Breastplate armor, your first in the game. Wait a minute, that couldn't be it. All that work to get the stable key for this...

Check out the carpet. Doesn't it look like it's hiding a trap door? Sure enough, destroy the carpet and a secret door will spring up. Walk down the stairs and break through the wooden wall. Take out the Golem that's pacing the room. Remember to keep your distance, and you'll take no damage from his mighty fists.

Walk into the next area, take out the Spider and Knight Archer. Explore a bit. There's a lever on the back wall, hit it. Look at the water trough—there's something on it. Go over and look at it.



YOU POSSESS THE PILE OF SAND

Well, you've got the first object the Altar talked about...sand. Now where do you turn the sand into glass? That's easy enough, how 'bout the Forge.

You don't have to backtrack, though; the lever you hit opened a gate on the other side of the room. Go back to the Forge and walk up to the furnace.

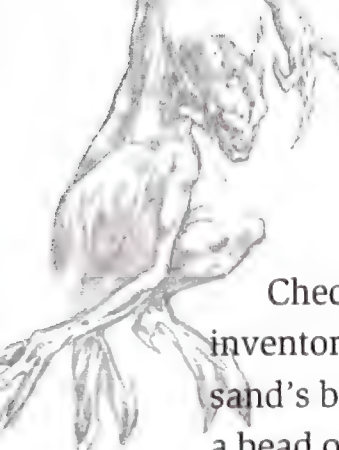


YOU HAVE MELTED THE SAND!

That did the trick, but don't forget to pick up your glass bead. It's still hot from the furnace. Take it.



THE BEAD OF GLASS IS YOURS!

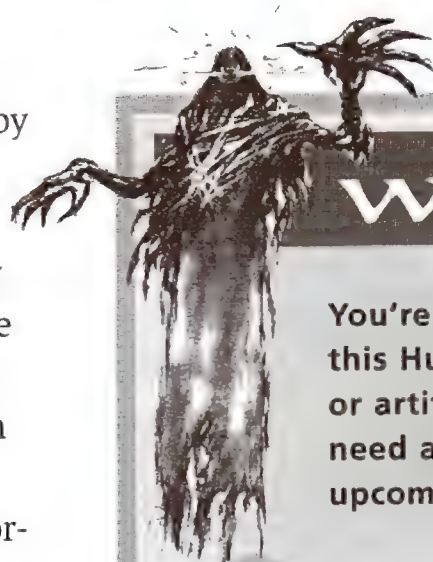


Chapter 7 King's Court Hub

Check out your inventory. Yup, the sand's been replaced by a bead of glass.

Now for a grindstone...but that's easy as well. Remember the "unusual fireplace" in one of the buildings in the Inner Courtyard?

Head out of the Portal back to King's Court, then go through the Portal back to the Inner Courtyard to find the magical grindstone!



WARNING

You're getting close to the end of this Hub. Don't leave any items or artifacts lying around; you'll need all of your resources in the upcoming battles.

RETURN TO THE INNER COURTYARD

Once through the Portal, find the woodshop building with the fireplace access to a magical grindstone. Once there, climb up the to the narrow passageway, crouch down, and climb through. Take the bead of glass to the grindstone.



YOU HAVE MADE A LENS
OF SEEING



Great, so where is it? It's right next to the grindstone, grab it.

Return to the Inner Courtyard

**YOU POSSESS THE LENS
OF SEEING**

Also snag the Breastplate in the corner compartment that just opened when you made the lens. Now with the Lens of Seeing in hand, it's time to seek out the Crystal Wall. Climb out of the fireplace, back to the cobblestone road, and find the ramp up to the Palace Room. Walk in; what a difference a lens makes!

There are two Golems on the other side of the Crystal barrier, as shown in Figure 7.11. There's also an Imp flying around in there, to make matters worse. Take the trio out and walk through the bright white arch.

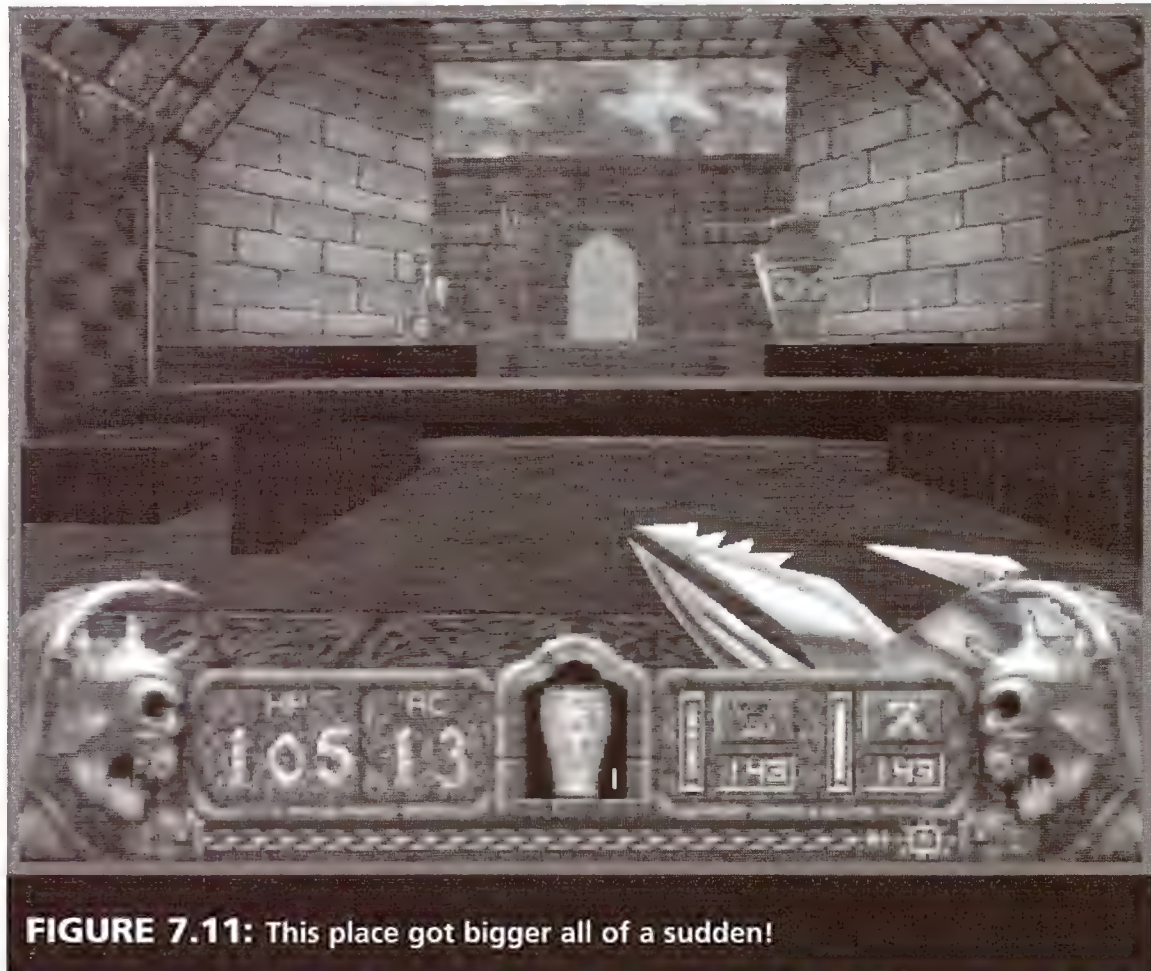
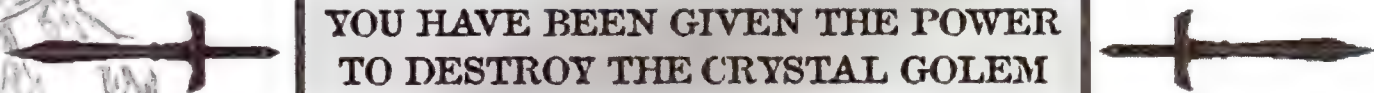


FIGURE 7.11: This place got bigger all of a sudden!



Chapter 7 King's Court Hub



**YOU HAVE BEEN GIVEN THE POWER
TO DESTROY THE CRYSTAL GOLEM**

That Crystal Golem will be sorry now. Pick up the Ring of Regeneration behind the Crystal Arch. You will need every HP you can muster in your next two battles. Leave through the teleport back to the Palace Room.

To return to the Crystal Golem, you can either go back to Anton's house and go through the passageway behind the bookcase, or take the shortcut through the guillotine grate that will drop you right to the teleport to the Crystal Room.

Find the teleport to the Crystal Room, but before you jump on, heal up and get ready for battle.

Once in the Crystal Room, you'll have a tough fight with the Crystal Golem. Luckily, even with his Crystal power he doesn't have any long-range attack. Yet, in the small confines of this room, you'll do a lot of running, quick turning, blasting off a shot or two then more running to avoid the approaching Golem. Once you



TIP

If you haven't linked some of your inventory artifacts to keyboard keys by now, it's an opportune time to do so before your battle with Famine! You'll have little opportunity to scroll through your inventory during the next fight! I linked the 5 through 0 number keys to Tome of Power, Force Cube, Glyph, Disc of Repulsion, Mystic Urn, and Quartz Flask.

Return to the Inner Courtyard

shatter the Golem, the Crystal barrier collapses and you see an ominous red teleport, as shown in Figure 7.12. Jump in if you feel courageous.



FIGURE 7.12: Gather your bearings, because through this Portal is the first of Eidolon's Generals, Famine! And don't forget to save your game before you enter, because you might not come out alive.

FACING FAMINE

Here's the first boss you have to deal with in the game. There are a few items around the arena: Mana Crystals, Healing Vials, Discs of Repulsion, and Quartz Flasks. There's no easy way or shortcut to cut down this boss. You'll need to run around a lot, using the Disc of Repulsion to deflect his



Chapter 7 King's Court Hub

long-range attacks and to shake his lightening grip. You must also carefully manage your Health Points—you'll be taking a lot of abuse.

HEALTH POINTS

Famine 2200

ATTACK DAMAGE

Missile 8-16

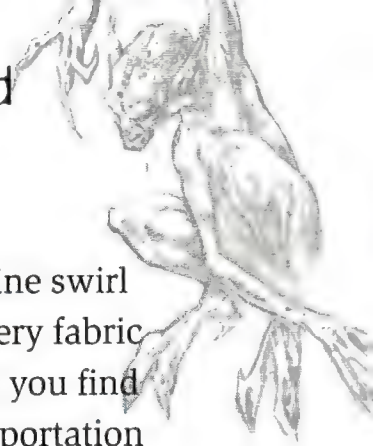
Beam 2-8 depending on proximity



With quick reflexes and persistence, you'll eventually take Famine out in a blaze of white lightening. Good job it's one down—three Generals to go until you can call Eidolon yours.

Return to the Inner Courtyard

As the mystical energies released by the destruction of Famine swirl the air before you, a sense of urgency overwhelms you as the very fabric of space is torn asunder. Hurlled instantly across vast distances, you find yourself in the land of Mazaera. While the nausea from the teleportation begins to fade, you ready your weapons and survey the landscape before you. Once it was teeming with life; now there is only a dark silence. As the oppressive heat threatens to suffocate, you begin the next leg of your journey. Regardless of the path you choose, Death awaits you.

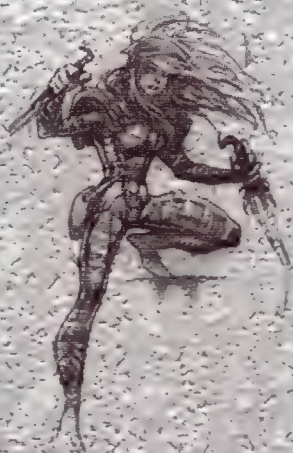


CHAPTER EIGHT

PLAZA OF THE SUN HUB

In order to answer the questions posed on the continent of Mazaera, you'll have to solve problems based on the lore and superstition of gods, high priests, and mere mortals of Mesoamerica epoch. Try to keep your heart in your chest as you approach Mazaera, a land of much legend and mythology. There, you'll come face to face with Scorpions, Knight Archers, Skull Wizards, Were-Jaguars, and agile Were-Panthers. But, before you can leave Mazaera, you'll have to prove yourself against the elements and solve some ancient mysteries. If you pass without becoming a divine sacrifice, you'll have the pleasure of meeting the second General, Death.

Mazaera and the Plaza of the Sun Hub will keep you in puzzle heaven. This Hub requires quick reflexes and dexterity, including accurate jumping, balancing, and swimming.



SQUARE OF
THE STREAM

GIANT
STAIRS

LIFT TO
COURT OF
1000
WARRIORS



Portals

SQUARE OF THE STREAM
COURT OF 1000 WARRIORS
OBELISK OF THE MOON
(BRIDGE OF STARS,
PALACE OF COLUMNS,
TOMB OF THE
HIGH PRIEST)

PLAZA OF THE SUN HUB

PALACE OF
COLUMNS

BRIDGE
OF STARS

GIANT
STAIRS

OBELISK OF
THE MOON



OPEN THE PALACE OF COLUMNS PORTAL

-  Find the Jade Skull.
-  Find the Serpent's Heart.
-  Trade Serpent's Heart for Crystal Skull at altar.
-  Place Skulls in alcoves to uncover a new Portal.

At the same time, you'll need to prove yourself in the Field. If you want to meet the second General in the Well of Soul, you'll first have to pick up the four Elements.

SOLVE THE FOUR ELEMENTS PUZZLE

-  Complete Test of Fire to capture Element of Fire.
-  Complete Test of Water to obtain Element of Water.
-  Complete Test of Earth to obtain Element of Earth.
-  Find the fourth Element, Air.
-  Complete the Bridge of Stars to open the Well of Souls.

Talk about a change of scenery. Welcome to the fiery world of Maza-
era. You find yourself on a catwalk, of sorts, but a fall into the lava below
means a sure, steamy death. Two Scorpions come at you—treat them like
the glorified Spiders they are and take them out. At the “T” intersection,
walk left. Yes, that's a Golem. Take him out with your long-range weapon
before he reaches you. He'll knock you into the lava faster than you can
say Chaos Device. Once he's gone, pick up your weapon and hit the

Plaza of the Sun Hub

button on the far wall—that will create a new walkway. Now walk back to the intersection and follow the new pathway out until you reach a lever. Squash the Scorpions, then pull the lever to activate the bridge across the lava bed. You can also pick off the Knight Archers on the temple across the way from here.

Now walk back to the intersection and take the middle path to the bridge. Walk up and take the Stone of Summoning in the middle of the temple. Careful, however, because as soon as you grab it, two Were-Jaguars come tumbling out. These undead warriors are tough—try to keep your distance from them and avoid firing when they howl at the moon and are immune to your attack. One trick you can use here, is to draw the Were-Jaguars out of the Temple and onto the walkway. Use a Disc of Repulsion to knock them into the lava below. It's real sweet when you pull it off.



Chapter 8 Plaza of the Sun Hub

There are two doors on each side of the Temple. Try to open either one.

YOU NEED THE ORNAMENTAL KEY

That key should be easy to recognize. Go inside the next room and you'll find a host of Knight Archers and a Were-Panther (and you thought Were-Jaguars were tough). Dispatch the group, climb up to the pulpit and grab the Amulet of Protection. When you pick up the Amulet, a Knight Archer from above breaks through the glass foyer. Run up the giant stairs, as shown in Figure 8.1.



FIGURE 8.1: You'll be going up and down these stairs a lot to solve the Plaza of the Sun Hub.

Obelisk of the Moon

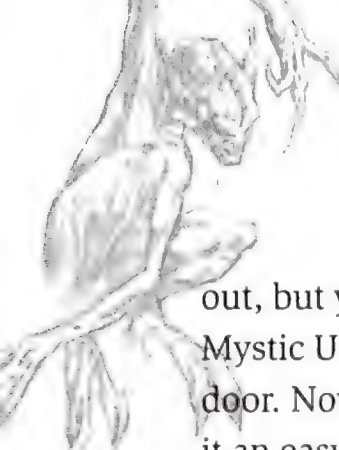
There are two pathways from the giant staircase: to the right is an alcove, to the left is a set of stairs down to the core of the Obelisk of the Moon Portal. Also, pick up your third weapon in the patio—you'll need that for the journey ahead. Take the stairs down, dispatching the Were-Jaguars, and enter the Portal.

⊕BELISK ⊕F THE M⊕⊕N

Once through the Portal, head on down the stairs and take out the Were-Jaguar and Scorpions. You'll also notice a Knight Archer sniper on a small ledge above the next doorway, as shown in Figure 8.2. Take him



FIGURE 8.2: How do you reach that Urn? Jump on the door archway first and then you'll discover a way.



Chapter 8 Plaza of the Sun Hub

out, but you'll still have to figure a way up there to get the valuable Mystic Urn. Climb on the guardrail and jump over to the archway of the door. Now, as if by magic, a couple of bricks pop out of the wall, making it an easy climb up to the high area. Pick up the Urn, and check out the signpost.



**THE FOUR ELEMENTS ARE NEEDED
TO FINISH THE BRIDGE OF STARS.
ONLY THEN WILL THE WELL OF
SOULS BE OPENED.**



Sounds like good puzzle-solving wisdom; jump down and continue on. When you reach the bottom of the stairwell, pick up the Seal of Ovinomancer.

Walk through the archway and take your first right. You see another Were-Jaguar to dispatch; try to shoot him low in the body so he can't duck from your fire. The path down the hall leads to the Bridge of the Stars Portal. Take it.



TIP

Remember, the Seal can transform more than one foe into a sheep at a time. A small group of Were-Jaguars or Were-Panthers is perfect fodder for the Seal of Ovinomancer!

BRIDGE ⊕ OF THE STARS

Once in the Bridge of Stars level, you'll face a Golem from the start. Walk up the lava bridge. There's a secret area under the bridge; jump off to the small platform under the center section of the bridge. You'll meet two Knight Archers down there, but there's a Mystic Urn as your reward. A teleport will bring you above the walkway. Walk around the corridor and eliminate the Were-Jaguars that seek to block your way. Don't forget to grab your Super weapon Piece 1. Finally, you'll reach the door to the Bridge with the four levels of metal girders, as shown in Figure 8.3. Three Knight Archers guard the perimeter of the area.

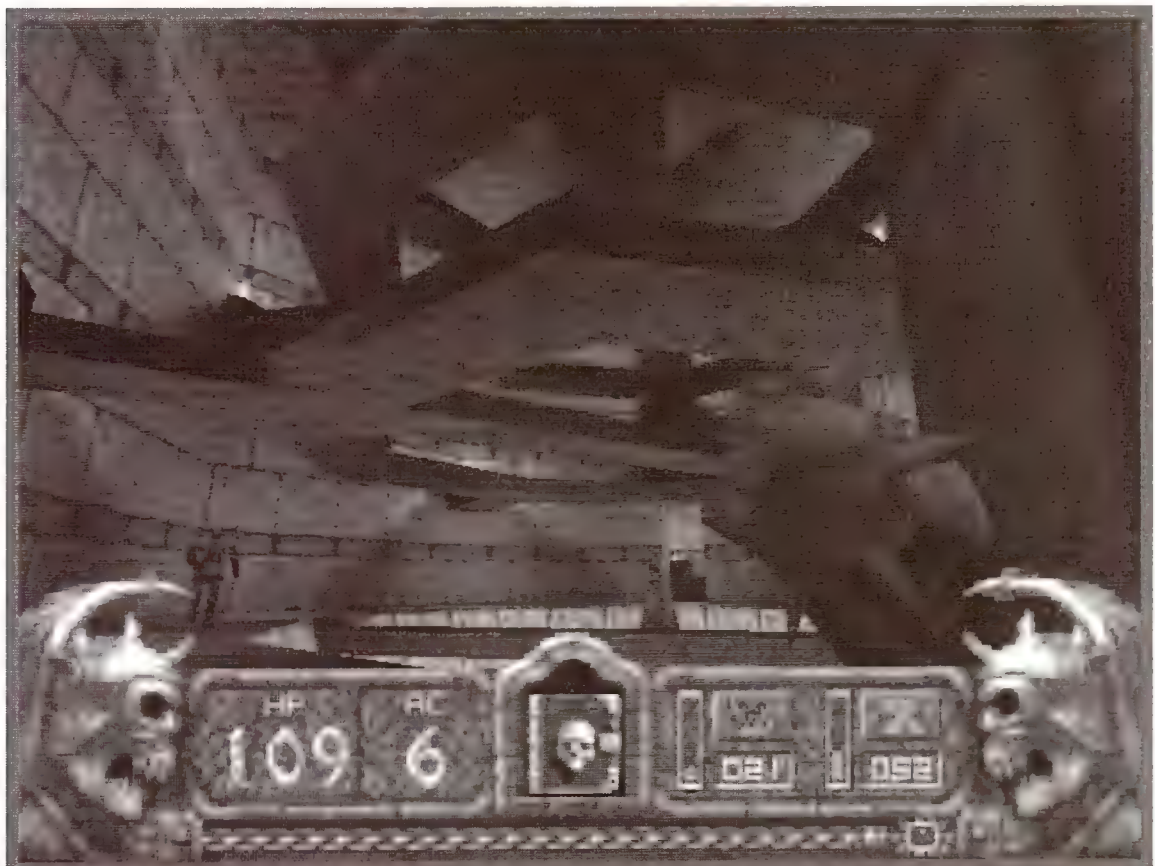
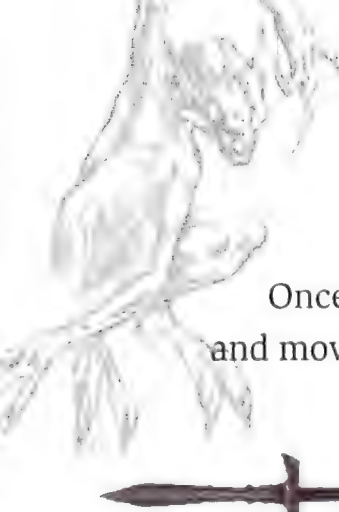


FIGURE 8.3: The secret of the Four Elements manifests itself here in the Bridge of the Stars.



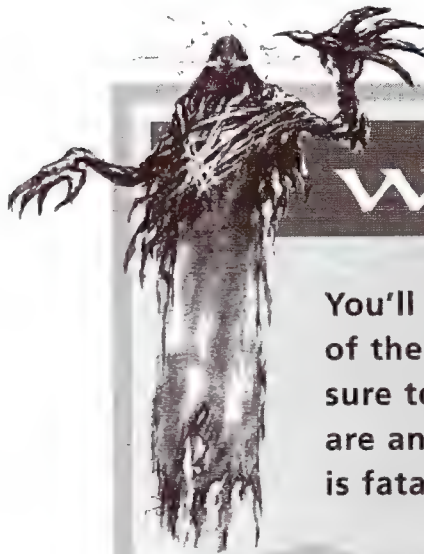
Chapter 8 Plaza of the Sun Hub

Once you pick off the Archers, walk onto the girder on the floor level and move to the pedestal in the middle.



YOU NEED THE ELEMENT OF FIRE

Well, now you know what to do with the Element of Fire when you find it. Carefully walk back to the perimeter of the lava pit, then walk to the door on the opposite side. There's a teleporter there. Jump on it.



WARNING

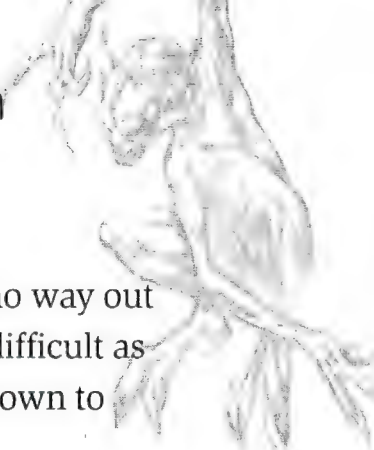
You'll be doing quite a bit of balancing on the Bridge of the Stars. Before you leap from girder to girder, be sure to look down so you can see exactly where you are and where you are jumping to. A fall into the lava is fatal if you don't have a Chaos Device handy.

Whoa! You're on top of the Bridge. Carefully walk over to the pedestal on the top level.



**YOU NEED THE ELEMENT
OF EARTH**

Back to the Obelisk of the Moon



That's good information, too. Unfortunately for you, there's no way out except for jumping down to a girder on the next level. It's not as difficult as it looks; pick a spot close to the center of the contraption. Jump down to the next level and approach its pedestal.



**YOU NEED THE ELEMENT
OF AIR**



Notice the trend here? Once again, there's no way out except to jump down. Jump to the next level. Again, check out the pedestal.



**YOU NEED THE ELEMENT OF
WATER**

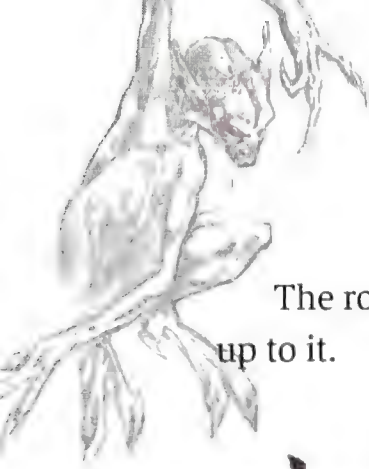


Now, make one more jump down to the lowest level of the Bridge with the Element of Fire pedestal.

Leave the Bridge of Stars level for now—it's clear that you'll be coming back when you're loaded with the goods.

BACK T⊕ THE ⊕BELISK ⊕F THE M⊕⊕N

Walk back into the main hall and this time seek the area with the small monolith in the center of the room. Eliminate the Were-Panthers and Scorpions. There are two floorplates in the rear; step on them to raise the monolith and open wall panels that allow you access to three new areas. One of the doors leads to a set of stairs. For now, check out the other two rooms.



Chapter 8 Plaza of the Sun Hub

The room next to the stairs has an empty alcove in the wall. Move up to it.



YOU NEED THE JADE SKULL



It only makes sense that you need a Skull in this ominous place, just look at all of the skull wallpaper around. Go to the third new area and you'll find another alcove. Check it out.



YOU NEED THE CRYSTAL SKULL



Obviously you have a lot of work ahead of you: you need to find two precious Skulls as well as the four Elements.

Now, enter the door that leads to the stairs and take them up to a narrow passageway. Take out the three Scorpions, then walk down until you reach an opening. Look out and you see a metal bridge, as shown in Figure 8.4. Walk out a ways—Yikes! Part of the bridge collapses in front of you. You can jump to the next part of the bridge. You'll need to get a little forward momentum before jumping, then stop abruptly on the landing section by hitting the back arrow button very quickly to stick your landing. As you land on the next section, another section of the bridge falls away. A sniper Knight Archer attacks from below! Wait a minute—where is he shooting from? Take him out, and keep jumping until you make it to the other side. Grab the key.



**THE ORNAMENTAL KEY
IS YOURS**



Back to the Obelisk of the Moon

If you don't have the gift of precision jumping, take the easy way across the bridge. From the very first section of the bridge, look down and notice that there's a small platform below. Jump down (careful, the lava's hot!) and take out the Knight Archer down there. Once he's history, find the teleporter. Might as well leap in...and...find yourself transported to the opposite side of the bridge. Now, run across the bridge and make a single jump at the end. This time, the bridge collapses behind you, not in front of you. Much easier.

Now with the Ornamental Key in hand, return to the Plaza of the Sun Hub where you saw those two doors that required this key.

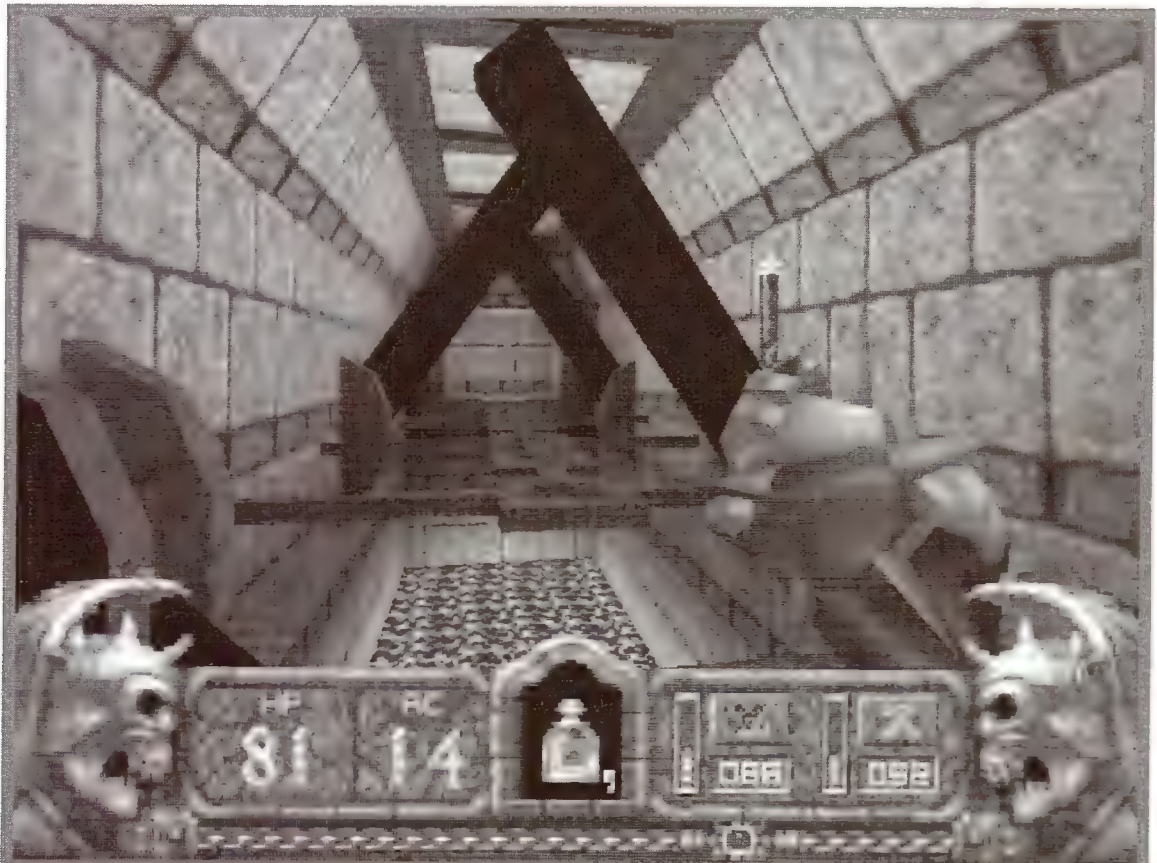


FIGURE 8.4: There's a hard way...and an easy way...to cross this bridge. Either way, save your game before embarking on this project.

BACK TO THE PLAZA OF THE SUN

Go down the large stairs and find the two doors. Now they open! One leads to the Test of Fire area, the other to the Square of the Water Portal. Although you can do them in any order, let's try the Test of Fire first.

Walk in the "Ornamental" door that leads to the lava-filled area.



PROVE YOURSELF IN THE TEST OF FIRE



Take out the two Knight Archers that are firing at you from across the lava pit. Now you've got to find a way to get across the pit, but how? Look about and you'll see a series of undulating platforms around the perimeter of the area, as shown in Figure 8.5. You'll need to jump from platform to platform and hit the three buttons on each of the three facing walls. It's actually not too difficult because if you fall, you can run to the next moving platform. Just watch your Health Points carefully.

When you hit the last of the three buttons, the Element of Fire is available for the taking.



YOU HAVE PROVEN YOUR WORTH



Work your way back to the entrance of the area. Now you can walk up and capture your prize.



YOU POSSESS THE ELEMENT OF FIRE



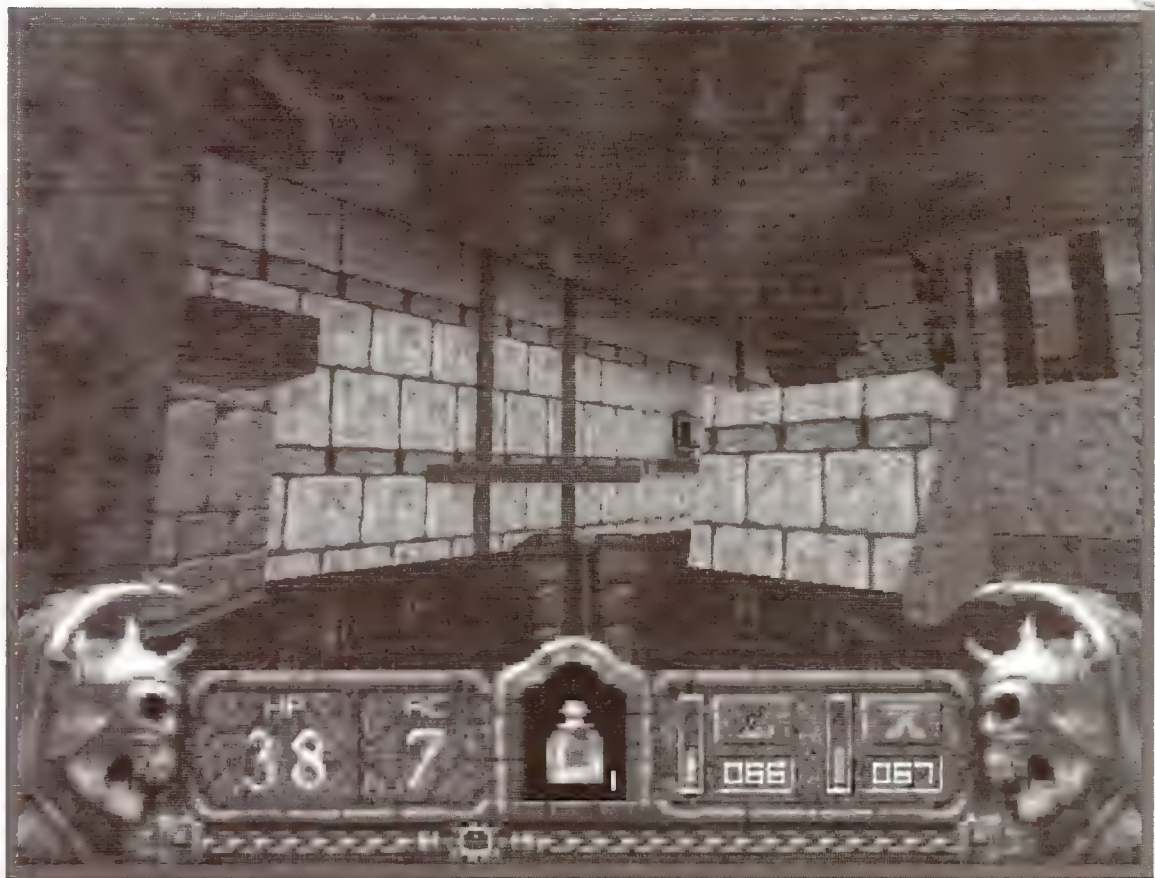


FIGURE 8.5: The Test of Fire will put your jumping ability to the test.

After you take the Element of Fire, the pedestal that the Element was sitting on turns into an elevator. Hit the Skull button on the wall, and take the lift down to the Portal entrance to the Court of 1000 Warriors. Enter the Portal.

COURT OF 1000 WARRIORS

Go up the steps, open the safe, and face off with a Were-Panther first thing. Take him out and continue up the next set of stairs. Now work your way down to the main area of this level, where five Were-Jaguars and an Icon of the Defender wait for you. Climb to the top of the Pyramid

Chapter 8 Plaza of the Sun Hub

to activate a door. Walk through two rooms, past a Ring of Turning, down a hallway, and into a large room. Once the area is clear find the colorful mural on the floor, as shown in Figure 8.6.

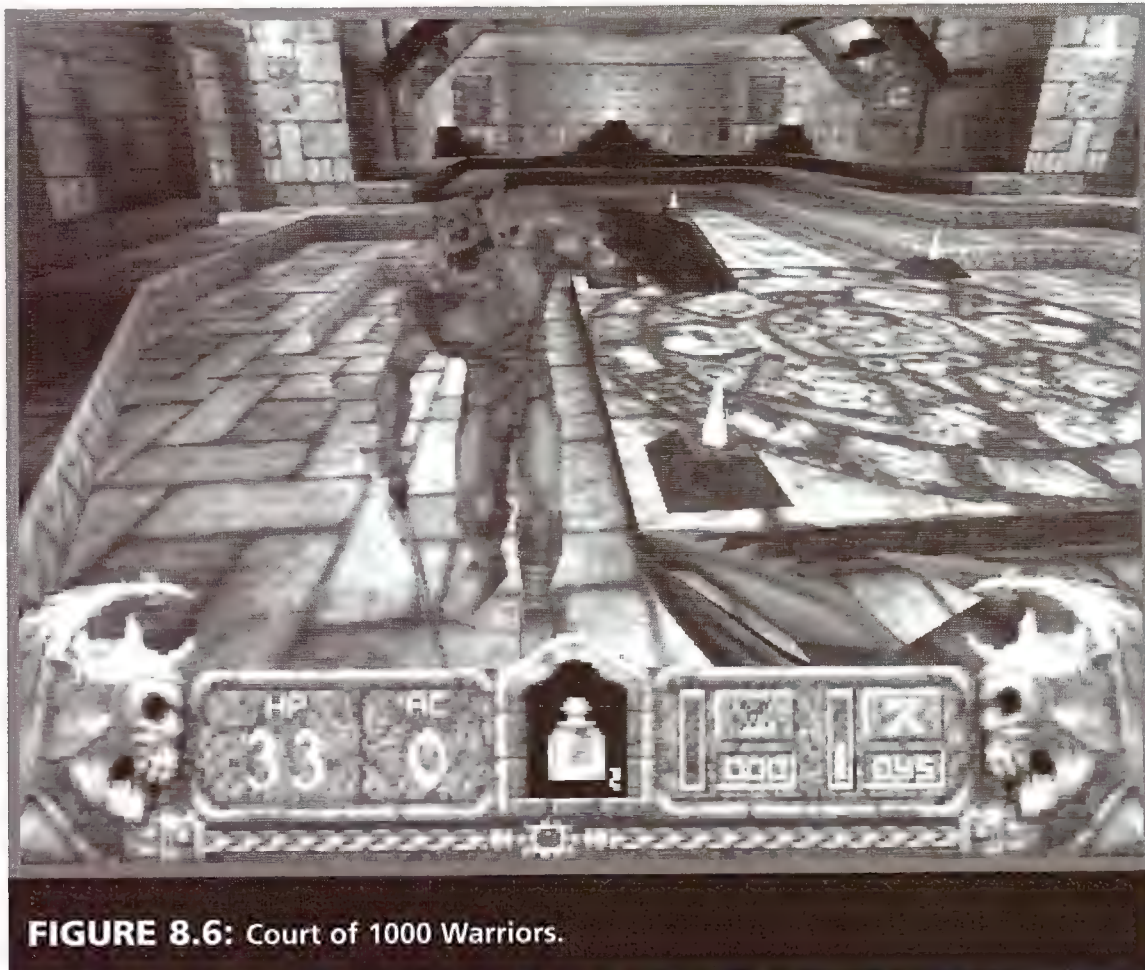


FIGURE 8.6: Court of 1000 Warriors.

Take the door and you'll reach a wooden bridge with several steps missing. Try to cross the bridge by making two jumps. I found it easiest to make a running start and just skip along to the end. Once you reach the other side, you'll see a lever. Push it and it will open up a door in the next room. For now, though, explore the room to the right of the lever where you'll find lots of Red Mana Crystals and a Mystic Urn. Go back to the area with the lever and jump down. Enter the area to the left and jump to the water. Take a quick dive to explore the area, as shown in Figure 8.7,

Court of 1000 Warriors



FIGURE 8.7: There are two valves to turn: this one and the one below the grate.

then come up for air before you go after the valves. You'll need to turn two wheels down here, the first one opens another area below. Swim down and pick up the Skull and turn the second switch, opening a door at the water's surface. Immediately swim back to the opening.

YOU POSSESS THE JADE CRYSTAL

Now that you have the Jade Crystal, you can leave the Court of 1000 Warriors for now. Take the path back to the mural court, then retrace your steps back to the Portal. Return to the Plaza of the Sun.

BACK TO PLAZA OF THE SUN

Now, back to the main Hub. Go through the other Ornamental Key door. The first signpost you observe gives a warning.



THOSE WHO DESECRATE THE
STREAM OF LIFE SHALL BE
PUNISHED WITH DEATH



Move along to find a small stream in front of the Portal Door. Jump over the stream (unless, of course, you're a masochist and desire 100 HP of divine punishment). Enter the Portal.

THE SQUARE OF THE STREAM

Walk down into a small patio area with two doors (one on the left, another on the right) and two sets of stairs (one behind your back, one in front of you). Kill the Were-Jaguar and Skull Wizard in the area. Look up onto the high ledge that surrounds the patio and you'll see a Sphere of Invisibility, as shown in Figure 8.8. How can you get up there? Use one of the stone stair rails to help you. Get a running start and run up the ramp. When you're about half way up, hit the jump key and you'll vault up to the ledge.

Get back on the ground and enter the door with the small water fountain. Move up to the water.



PROVE YOURSELF IN THE TEST
OF WATER



The Square of the Stream

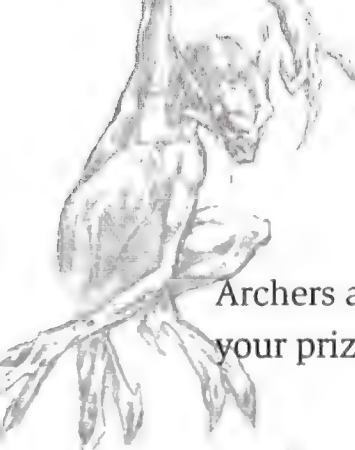


FIGURE 8.8: The patio area in the Square of the Stream. There's a Sphere of Invisibility up on that ledge.

This underwater maze is surprisingly easy. Still, keep the Quartz Flasks handy just in case you run out of air—there are only two breathing spots, at the beginning and the end. There are a couple of ways to go, however the quickest is to turn left, right, right, left, left, right, right, left, and up.

YOU HAVE PROVEN YOUR WORTH

Unfortunately, the minions are not impressed by your feat. As you jump out of the water course, a Were-Panther greets you. In the next room you'll face a flurry of foes: three Were-Jaguars, and many Knight



Chapter 8 Plaza of the Sun Hub

Archers and Scorpions. Make your way to the top of the altar to receive your prize.



**YOU HAVE ACQUIRED THE
ELEMENT OF WATER**



Go back to the patio with the four doors. This time enter the door on the left (with the Portal Gate at your back). Walk into the first pond area and take out the two Were-Jaguars and many Knight Archers. This is a good place to use the Tome of Power. Find the stairwell down that leads to a lower pool area. There are more Were-Jaguars here. There's a floorplate at the back of the area, step on it and a Heart appears between the two pools. Go pick up the Heart.



**YOU HAVE ACQUIRED THE
SERPENT'S HEART**



With the Heart safely in inventory, trace your steps back up to the patio. Now take the set of stairs into an area with a sacrifice table in the center, as shown in Figure 8.9. Clear out the area of foes, two Were-Jaguars and many Knight Archers, and place the Serpent's Heart on the table. The Heart appeases the Gods and a Skull appears nearby. Go get it. (Watch out for the Skull Wizard that appears.)



**YOU POSSESS THE CRYSTAL
SKULL**



You're done here. Head back to the Plaza of the Sun, up the giant steps to the Portal of the Obelisk of the Moon. There you will place the two skulls in their respective alcoves.



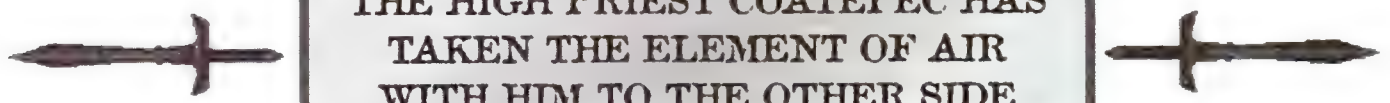
FIGURE 8.9: There are divine powers at work here.

BACK TO THE OBELISK OF THE MOON

Place the Crystal Skull and the Jade Skull in their alcoves. Once you complete the Skull puzzle, a new area opens between the two Skull rooms. Head down to the new Portal, the Palace of Columns.

PALACE ⊕ F C⊕LUMNS

Make your way down into a lush garden with an ornamental ziggurat. Find the stairs up to the perimeter around the courtyard, pick up the Force Cube, and walk up to the signpost.



THE HIGH PRIEST COATEPEC HAS
TAKEN THE ELEMENT OF AIR
WITH HIM TO THE OTHER SIDE

Hmm, guess you need to find out where Coatepec took the Element of Air. So, for now return to the ground level of the courtyard. Find the door that leads to a lava pit with a bridge structure above it, as shown in Figure 8.10. To reach the top of the structure, there are two buttons you need to activate. The first one's on the wall behind you as you look at the lava pit. That one moves a walkway to the far wall. Press the button on the far wall and a door opens up in the corridor outside. Leave the room and take the new door up to the upper level, hit the button up there, and you'll have access to a teleporter taking you to a previously locked area of the Palace of Columns. The Portal takes you to the Tomb of the High Priest—jump on.

T⊕MB ⊕ F THE HIGH PRIEST

Walk down the stairs and the center pillar will drop, revealing an opening in the courtyard below. Jump down the opening. Find the pathway

Tomb of the High Priest

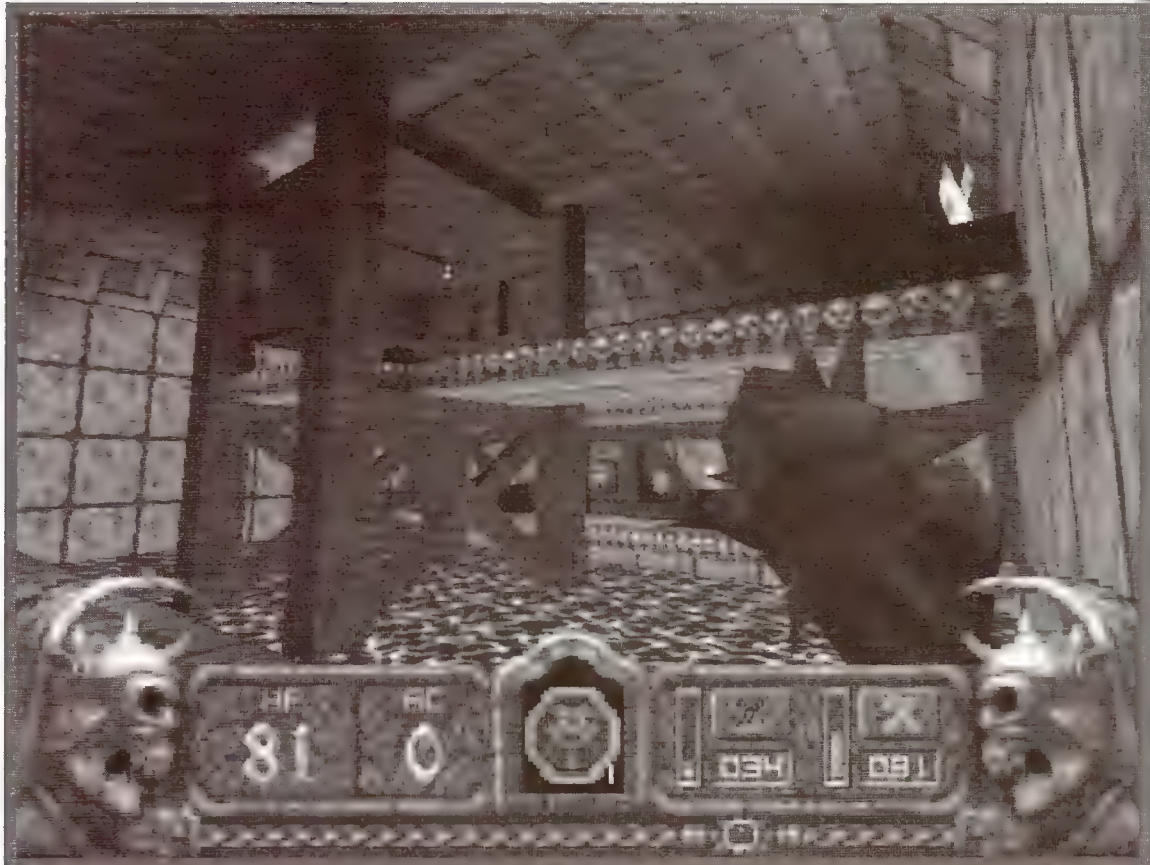


FIGURE 8.10: Another puzzle. This one leads to the Tomb of the High Priest.

down to the green volcano room, work around to the pathway with the moving block. Run down the maze, avoiding the moving blocks, until you reach the catacombs. There are three rooms down here and a host of Skull Wizards. In one of the rooms you'll find an alcove with a special item.

**YOU HAVE ACQUIRED THE
ELEMENT OF AIR**

Three out of four ain't bad. Make your way up to the Portal and return to the Palace of Columns.

BACK TO PALACE OF COLUMNS

Go back to the lush Courtyard and this time explore behind the ziggurat. There are two doors, one is filled with four Scorpions and has your third weapon. The other, once you dispatch the Were-Jaguar, leads to a new area in the Court of 1000 Warriors.

BACK TO THE COURT OF 1000 WARRIORS

You're transported to a new area of this level. Go up the steps and take out a Were-Jaguar and two Were-Panthers. Continue through the next door and walk into the next area, as shown in Figure 8.11.



PROVE YOURSELF IN THE TEST
OF THE EARTH



There are two pathways available to you, both replete with sliding, body-crushing blocks. This obstacle is pretty easy if you take one segment at a time. Don't get disoriented when you meet up with the Knight Archer in one of the segments. Reach the end of the tunnel, and make a quick dash for the alcove.



THE ELEMENT OF THE EARTH
IS YOURS



Back to the Court of 1000 Warriors

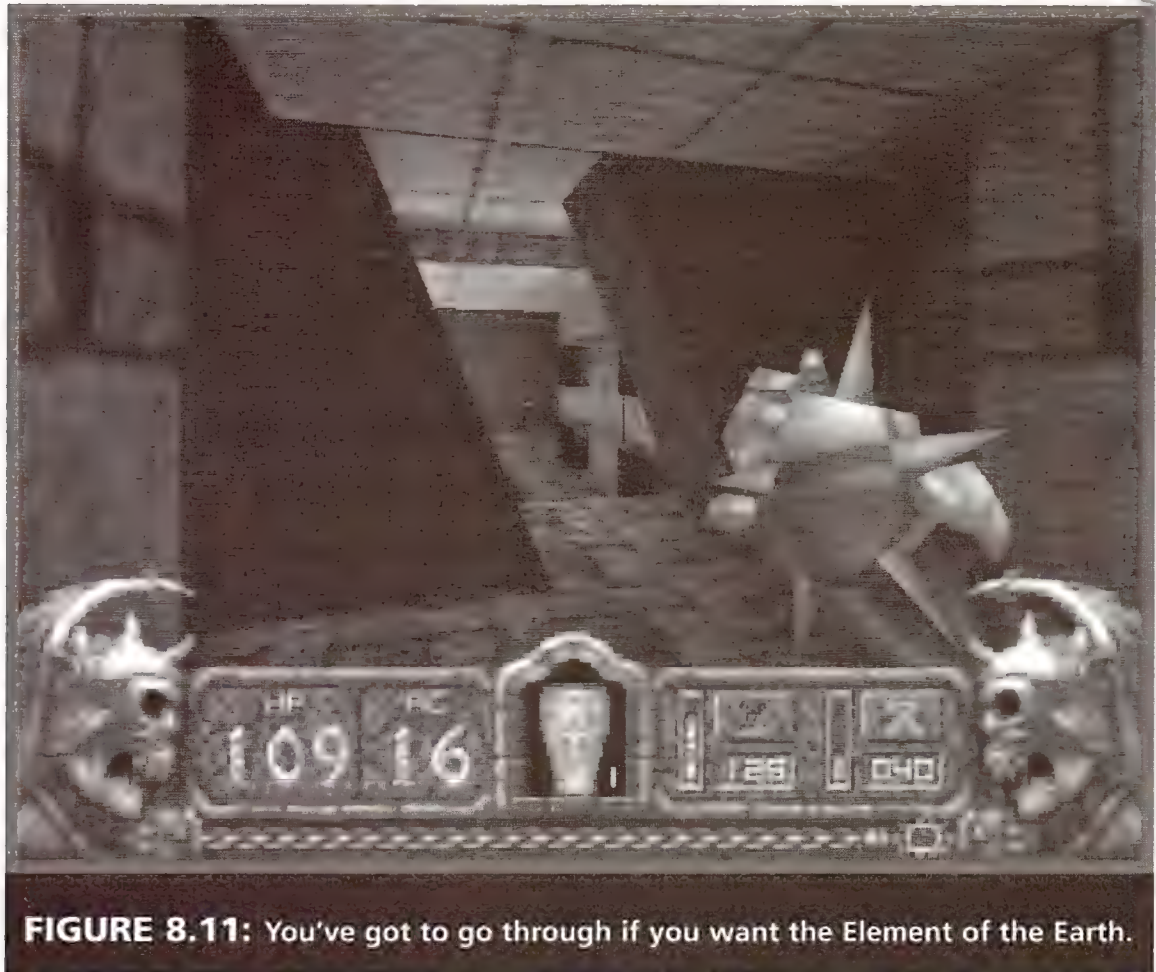


FIGURE 8.11: You've got to go through if you want the Element of the Earth.

Keep dodging the blocks. Walk out to the area where you met up with the Knight Archer, and take the lift up to a pathway that leads back to the mural area of the Court of 1000 Warriors. Whew! Now the blocks have stopped and you've got your prize. Now it's time to find the Bridge of Stars with all four elements in tow. Find the Portal back to the Plaza of the Sun, return to the Obelisk of the Moon Portal, and finally, enter the Bridge of Stars Portal. Death is Waiting!



**YOU HAVE PROVEN YOUR
WORTH**



BACK TO THE BRIDGE OF THE STARS

Go up the stairs and around the corridor to the Bridge. Walk up to the first pedestal and place the Element of Fire on it. Now walk around to the door to the teleporter, and teleport up to the top girder. Put the Element of the Earth on the pedestal. Jump down to the next girder and place the Element of Air on the pedestal. Finally, jump down to the next level and put the Element of Water on the pedestal.



**YOU MAY NOW ENTER THE
REALM OF DEATH**

The Bridge is now complete. Jump down to the lowest level and once again enter the door to the teleporter. This time, though, there's a set of stairs down...waaaaay...down to the Well of Souls, as shown in Figure 8.12.

FACING DEATH

Here's the second boss you have to deal with in the game, and although he's pretty easy to attack and defend against, 3,500 Health Points is still too many to take for granted. There're a few items around the arena: Mana Crystals, Healing Vials, Discs of Repulsion, and Quartz Flasks. Open the container in the middle of the yard to reveal a secret chamber of mana and artifacts. The best item in the whole place, though, is the Ring of Flight. There's one by the secret chamber, and when that one runs out of power, another one appears in the same location to take its place.



FIGURE 8.12: There's no turning back once you enter—Death is all yours.

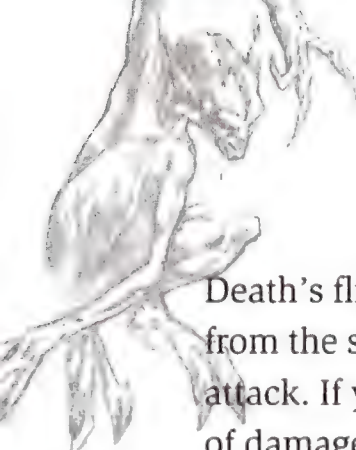
HEALTH POINTS

3,500

ATTACK DAMAGE

Bone rain	1-3 each shard
Red missiles	4-8
Red flame	Direct hit > 150

Flying around is the best way to beat Death. Try to follow him fairly closely, pummeling him with your best weapons, and dodging and deflecting his projectile attacks. You should pay careful attention to



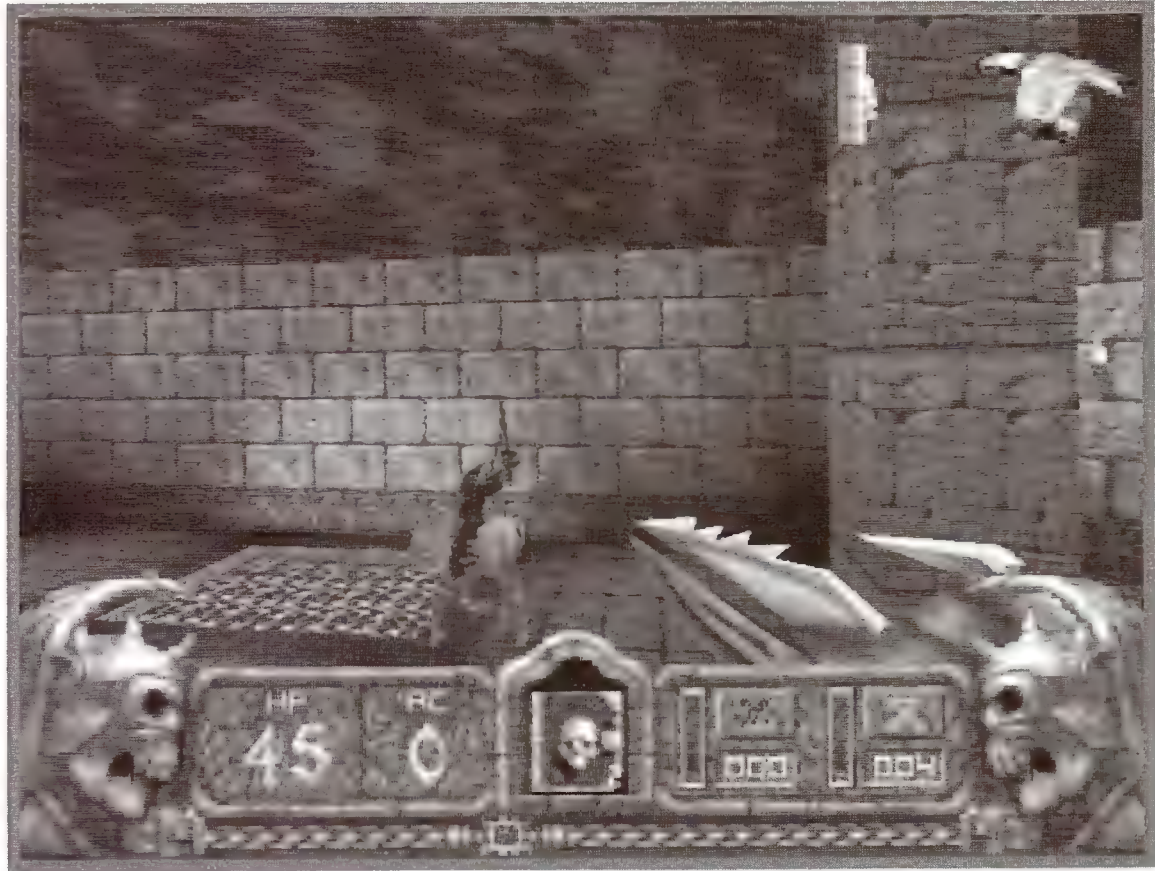
Chapter 8 Plaza of the Sun Hub

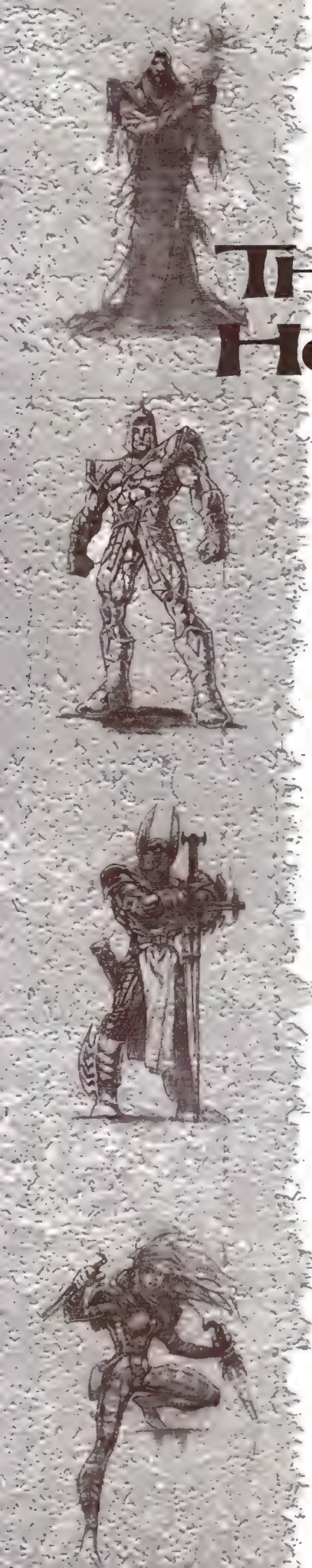
Death's flight pattern, and lead it with your attacks if you're shooting from the side. He has a fairly weak arsenal except for his mighty flame attack. If you take it directly, you're dead; it wallops more than 150 points of damage!



AS THE SCREAMS OF DEATH
FADE TO SILENCE, YOU ARE
ONCE AGAIN RIPPED THROUGH
THE ETHEREAL PLANE.
SUNLIGHT SHINES DOWN FROM
THE UNCARING HEAVENS AND
YOU RECOGNIZE YOUR SUR-
ROUNDINGS AS THE LAND OF
THYSIS. ONCE A CULTURAL
HAVEN FOR LEARNING AND
ART, THE LAND IS NOW A BAR-
REN, DESERTED PLACE. DEEP
WITHIN HIS HIDDEN STRONG-
HOLD LIES PESTILENCE, MAS-
TER OF CURSES AND PAIN. IT
WAS HIS DISEASES AND
PLAGUES THAT DECIMATED
THE PEOPLE OF THYSIS,
ALLOWING EIDOLON TO ENTER
THIS REALM WITH BARELY A
FIGHT. PERHAPS NOW, WITH
YOUR NEWFOUND ABILITIES
AND WEAPONS, A CURE HAS
FINALLY ARRIVED.

Facing Death





CHAPTER NINE

THE TEMPLE OF HORUS HUB

You thought you were out of danger when you escaped Mazaera and its primal, ritualistic violence. That's far from the truth! There's no respite ahead, for the Egyptian world of Septimus is just as dark and dangerous. You'll face mighty foes on this ancient continent, including Scorpions, Imps, Hydras, and Knight Archers, and a few new faces, including the horrific Iron Golems, Mummies, and Mummy Lords. In fact, you'll battle so many of these Mummy Lords that they'll haunt you in your sleep.

To triumph, you will need to bring together the two Crowns of Egypt. That's no easy task, because first you must collect the entrails of Pharaohs, journey through time, reset time in the Universe, and face down the toughest yet of Eidolon's generals, Pestilence.

And one last thing: be careful with those canopic jars. There are precious organs inside them!

There are two major puzzles that you'll need to solve before leaving the Septimus. Of course, you'll have to solve them both at the same time. There's nothing linear about this game.

COLLECT THE LOWER CROWN OF EGYPT

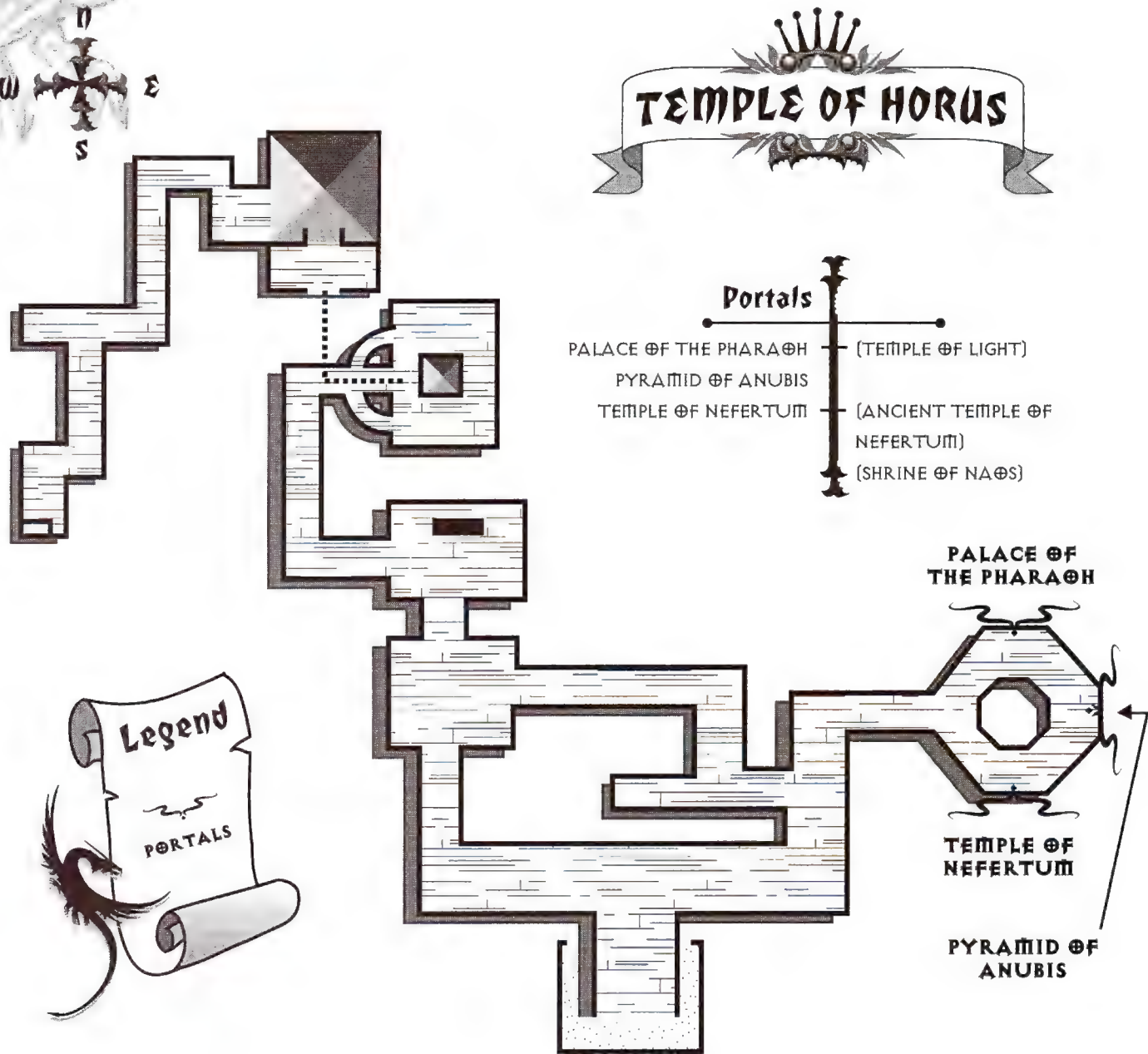
-  Find the four canopic jars.
-  Place the jars on the pedestal in the Dark Pharaoh's chamber.
-  Collect the Lower Crown of Egypt.

COLLECT THE UPPER CROWN OF EGYPT

-  Set the Sun Dial to proper time.
-  Capture the Staff of Nefertum.
-  Set both wheels of time in motion.
-  Collect the Upper Crown of Egypt.



Chapter 9 The Temple of Horus Hub

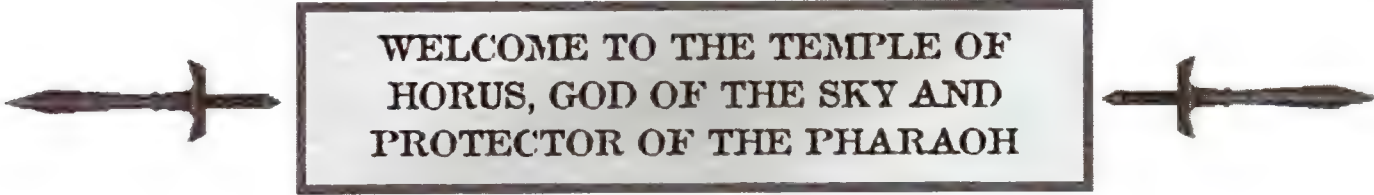


You start this quest at the base of a giant pyramid. Walk around a bit, collect the mana, and a couple of Ice Imps will come to life. It's too hard to fight them in the open air, so lure them behind the ramp and into the narrow pathway. Bash them as they follow you in. Once the Imps are dispatched, walk up the ramp and take out the waiting Mummy. You can

The Temple of Horus Hub

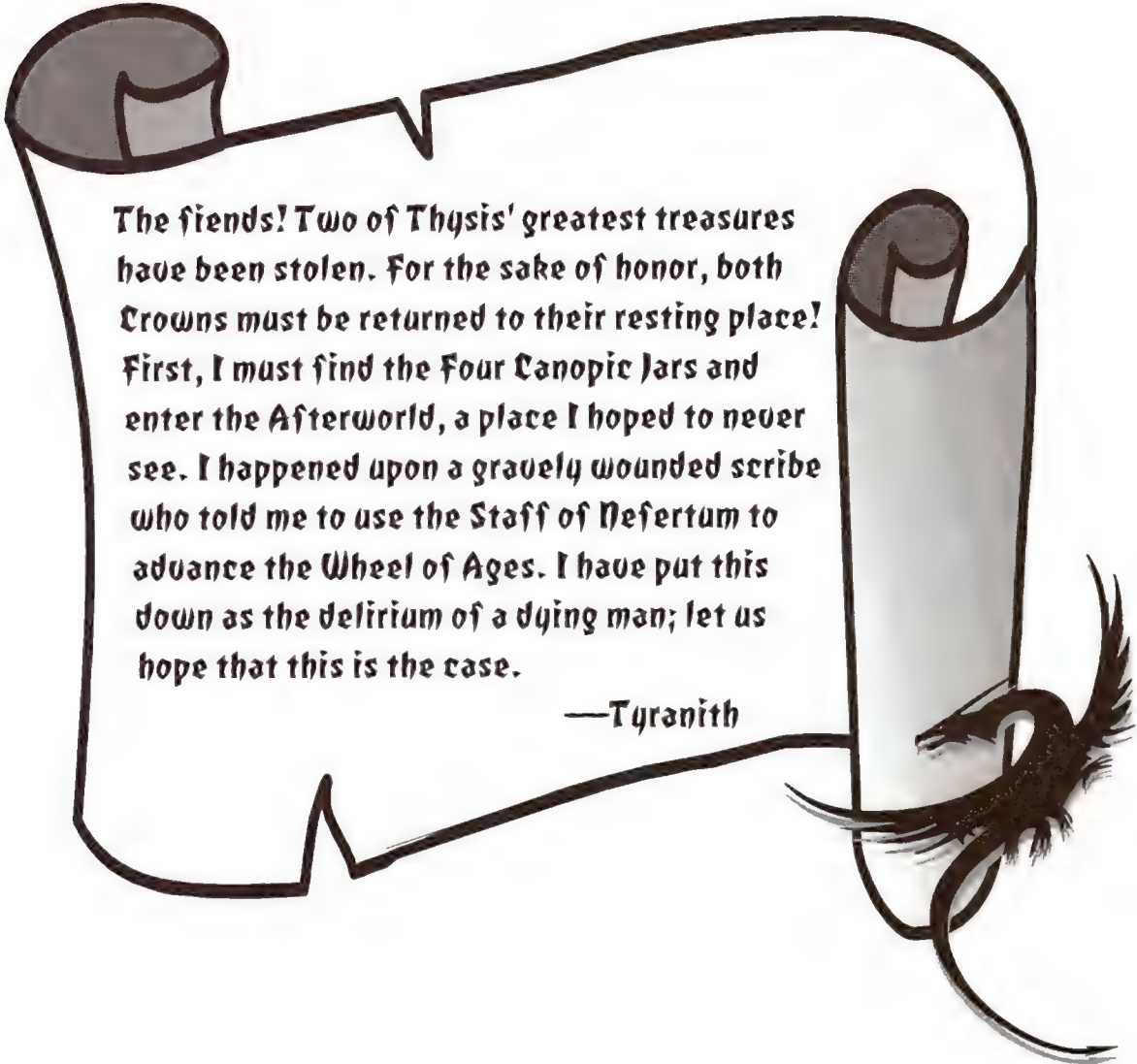
dodge his green fire if you're quick, but know that he sometimes fires off more than one at a time!

Open the gate and walk inside. The lone black Scorpion inside is easy to dispatch. Walk up to the sign on the wall.



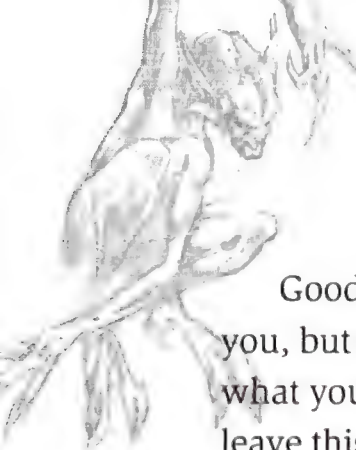
**WELCOME TO THE TEMPLE OF
HORUS, GOD OF THE SKY AND
PROTECTOR OF THE PHARAOH**

There's also a handwritten note on the wall next to the sign. Read it.



**The fiends! Two of Thysis' greatest treasures
have been stolen. For the sake of honor, both
Crowns must be returned to their resting place!
First, I must find the Four Canopic Jars and
enter the Afterworld, a place I hoped to never
see. I happened upon a gravely wounded scribe
who told me to use the Staff of Nefertum to
advance the Wheel of Ages. I have put this
down as the delirium of a dying man; let us
hope that this is the case.**

—Tyraniith



Chapter 9 The Temple of Horus Hub

Good ol' Tyranith. Whoever he was, he has laid the groundwork for you, but not with much detail. At least you know that two Crowns are what you'll ultimately need to return to their resting place before you can leave this place.

Facing the wall with the signs, go right and find a dead-end corridor to a Portal Gate.



THE PORTAL IS BARRED



There's also a barred door in the corridor as well. Go back to the signs and go left, up the ramp to a courtyard with a Mummy standing guard. Once you take out the Mummy, break apart the urns, because there's a Mystic Urn in one of them.

Open the door to the next courtyard and take out the Iron Golem and Mummy there. Continue through the tunnel until you reach a terrace with two Imps and a Mummy. Continue further until you reach the alcove with an obelisk, as shown in Figure 9.1. Go up to the obelisk.



THE OBELISK TELLS OF THE GOD HORUS CREATING AN ALL SEEING EYE FOR RAMESSES II



Now that you know the obelisk's message, go ahead and destroy it. Sweet! A Krater of Might appears high in the air, but you'll have to jump from the ledge above to reach it.

From the obelisk alcove, head down the ramp until you reach yet another small courtyard. This time an Imp and Mummy wait for you. After you've turned them into fertilizer, you'll need to find a way to enter the small pyramid. There's a button on the right-hand wall as you face

The Temple of Horus Hub

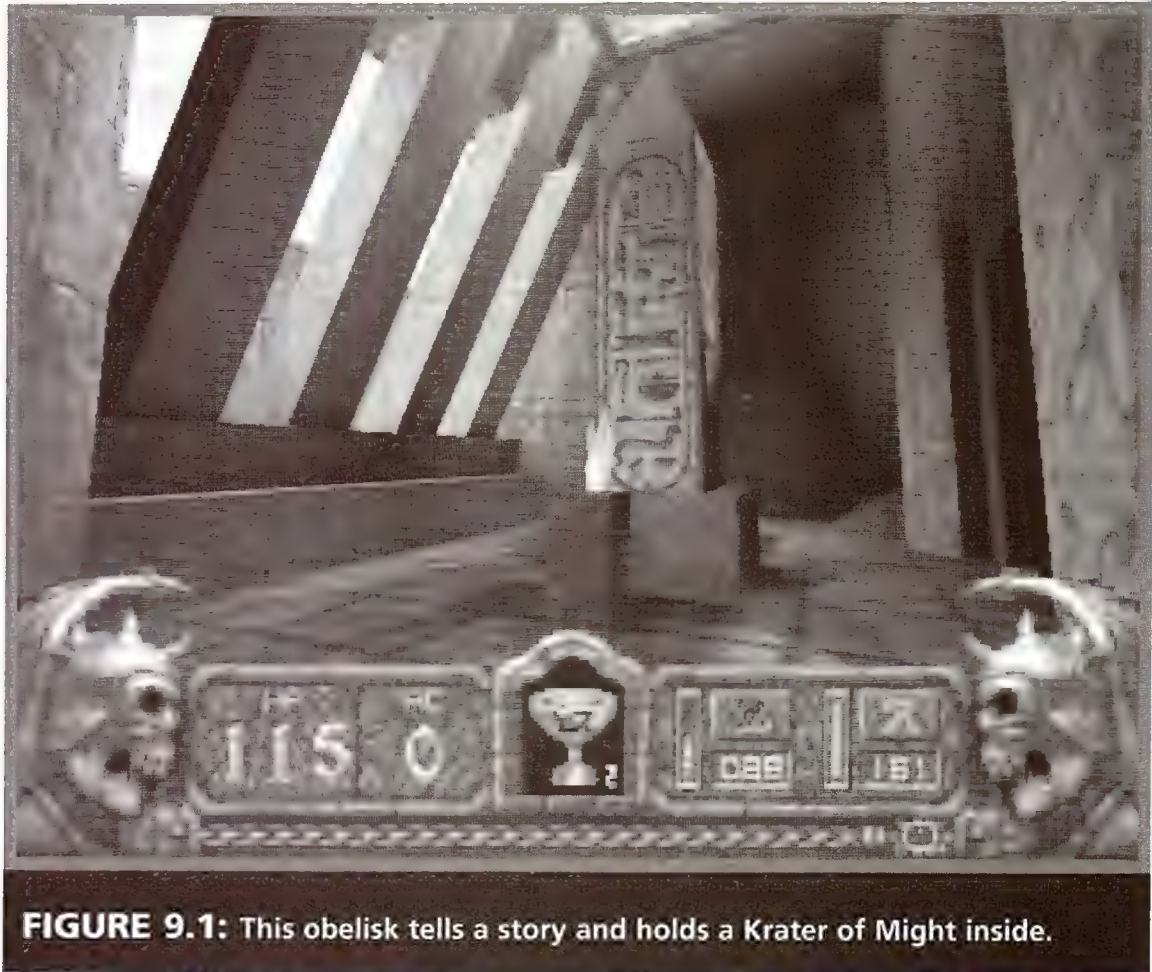


FIGURE 9.1: This obelisk tells a story and holds a Krater of Might inside.

the pyramid, as shown in Figure 9.2. You'll need to jump up and push it. Once you activate the button, the door to the pyramid opens.

Welcome to the cobra room, where a mechanical cobra spits out venom that will do 10 points of damage every time it hits you. To make matters worse, it has excellent aim. (Ouch, that smarts!) Run to the movable stone wall on the right, as you are facing the cobra. Push the wall in and hit the button. That stops the cobra and opens a door on the opposite wall. Also pick up the item you find there.

**YOU POSSESS THE EYE
OF HORUS**

Chapter 9 The Temple of Horus Hub



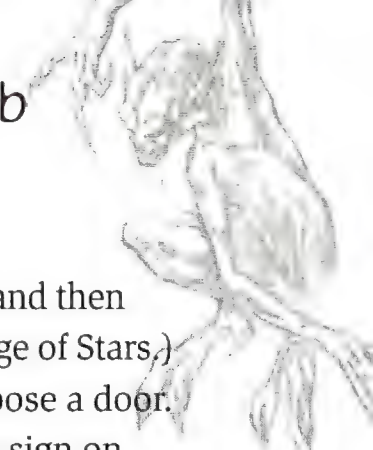
FIGURE 9.2: Jump for it!

Great, there's the of the piece the obelisk you were told about. Now you just need to find what to do with it. Go through the “new” door, grab the Force Cube, and dispatch the two Black Scorpions. Head down the ramps until you arrive at a door with six eyes on it.

YOU NEED THE KEY OF ANUBIS

Where to find the key? Look down from the walkway and you'll see a stone bridge below that leads to a large crack on the stone wall. Jump down on the bridge. Don't jump from the red-carpeted walkway, though.

The Temple of Horus Hub



It's too difficult. Instead, walk up to the main area, look down, and then make your jump. (It's similar to the jump you made in the Bridge of Stars.)

Once on the bridge, blow open the crack on the wall to expose a door. Go inside and take out the two Black Scorpions. Check out the sign on the wall.



**SUMMER SOLSTICE FALLS IN
THE CONSTELLATION OF THE
HIPPOPOTAMUS**



Hmm, what does that mean? Jump on the table to pick up the key there.



YOU POSSESS THE KEY OF ANUBIS



Great, now to get back to the door with the six eyes, jump off the bridge and head to the teleport room. There are three Scorpions to dispatch before you can jump on the teleport. You arrive on a ramp leading to the Anubis door. Continue on to the door and this time it will open, as shown in Figure 9.3. Careful, a Mummy waits on the other side of the door! Go inside and check out the sign on the wall.



**PROPHECY OF SET: WHEN RA
RIDES HIS CHARIOT HIGHEST
IN THE HEAVENS AT THE
PALACE OF THE PHARAOH
SHALL THE STAFF OF NEFER-
TUM BE SET FREE FROM THIS
CHAMBER OF THE SUN**



Chapter 9 The Temple of Horus Hub

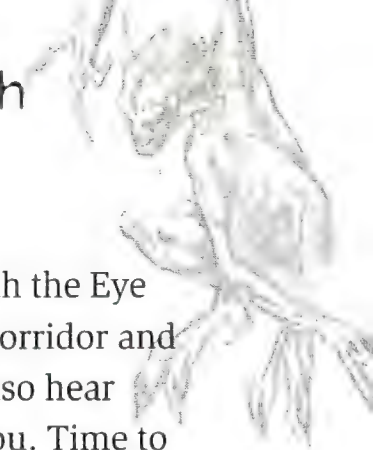


FIGURE 9.3: Prepare for another trying battle with a Mummy Lord.

That must be the door to the Chamber of the Sun on the other side of the sign. The meaning of this clue will become clearer once you reach the Palace of the Pharaoh level. For now, though, jump on the teleport and you'll be transported to an archway above a courtyard you visited earlier. Grab the Amulet of Protection and jump down. In one of the courtyards, you'll notice a new doorway; so you might as well go in. Take out the Mummy who's down the ramp and walk up to the sign.

**AND HORUS SMILED UPON
RAMESSES II WITH HIS EYE,
GRANTING HIM ENDLESS TRAVEL**

The Palace of the Pharaoh

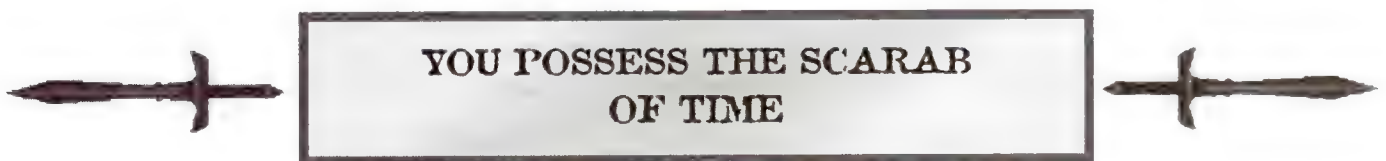


OK, but that doesn't answer the question of what to do with the Eye in your inventory. Walk up to the headpiece at the end of the corridor and the Eye of Horus will float in front of the headpiece. You can also hear doors opening, including the previously barred door behind you. Time to go exploring again. Walk out the newly opened door, turn left, and notice that the Portal door that was previously locked is now open.

Inside the door is an Iron Golem, but once he's destroyed, you'll find the second piece to your super weapon. You've got a new toy! From this platform, you have access to three Portals: Palace of the Pharaoh, Temple of Nefertum, and Pyramid of Anubis. You'll also find the resting places for the Upper and Lower Crowns of Egypt. It's time to do some level jumping. Check out the Palace of the Pharaoh first....

THE PALACE OF THE PHARAOH

Before climbing the steps to battle the Iron Golem in the next room, check out the aqueducts on either side of the stairs. On the duct on the right, there's a button that opens the gate. Jump down the duct and enter the deep water. A couple of Hydras lurk within. Dish out some damage until they die, and don't forget to come up for air now and again. You'll find a familiar-looking chest under the water next to the Krater of Might. Break the chest open to find an important item.



Keep swimming along, wriggle through a cracked wall, until you come out at a clearing containing two tall statues on a platform. Climb up and read the sign on the wall.



Chapter 9 The Temple of Horus Hub



VERNAL EQUINOX LANDS IN THE CONSTELLATION OF GEMINI

Step on the floorplate in front of the sign to open a door in a far-off room. Get back in the water and head back to where you started. There's a cracked wall underwater that you can break through, and this path will lead you to a teleporter that will return you to the beginning. Or, you can choose to swim back the way you came, and climb back out the aqueduct into the beginning area.

Now that you're back where you started at the Palace of the Pharaoh level, go ahead and climb the steps to find a room containing an Iron Golem. Luckily, he's been ordered not to leave the room, so you can pick him off from outside the room.

Continue up the next set of steps to another room that conceals two Imps and a Golem. Once they're history, proceed up the ramp until you reach an area with two Mummy Lords. Both are armed with a powerful fire attack. This is as good a time as any to try out your new super weapon. Mummy Lords are vicious and have 650 HP each. If you're still alive after this battle, walk up to the door on the left.



YOU NEED THE KEY OF THE PHARAOH

Now try the door on the right. It opens into a throne room. Remove the two Iron Golems and explore. Be careful and don't walk into the magical light beam between the two statues, as shown in Figure 9.4. Grab the Helmet sitting on the throne, and explore the columns on either side. Jump up and collect the Disc of Repulsion artifacts, and notice that

The Palace of the Pharaoh

there's a button on one of the columns. Punch it and a secret area opens up below the throne. Explore the secret area.

**YOU HAVE ACQUIRED THE KEY
OF THE PHARAOH**



FIGURE 9.4: There's a secret button behind the column that's on the left side of the throne.

The key's what you needed, so head out of the throne room—carefully—and try the locked door. This time it opens.



Chapter 9 The Temple of Horus Hub

Enter the Pharaoh's sleeping quarters. Another Mummy Lord is there to make your life difficult. Check out the pool area below. As you walk into the pool, look on the left wall and you'll see a stone tile with a scarab beetle on it. Go up and hit the tile to open a secret passage. Go down the ramp and read the sign.



**YOU HAVE FOUND THE BURIAL
CHAMBER OF THE DARK
PHARAOH**

There are two more deadly Mummy Lords to contend with as you enter the chamber. After eliminating them, check out the pedestal, as shown in Figure 9.5. Walk up to the four sides of the pedestal.



**THE HIEROGLYPHS READ:
DUAMUTEF CANOPIC JAR**

**THE HIEROGLYPHS READ:
QEBHSENUF CANOPIC JAR**

**THE HIEROGLYPHS READ:
IMSETHY CANOPIC JAR**

**THE HIEROGLYPHS READ:
HAPY CANOPIC JAR**

The Palace of the Pharaoh



FIGURE 9.5: It doesn't look like anything special; but this is where you place the four canopic jars for safekeeping.

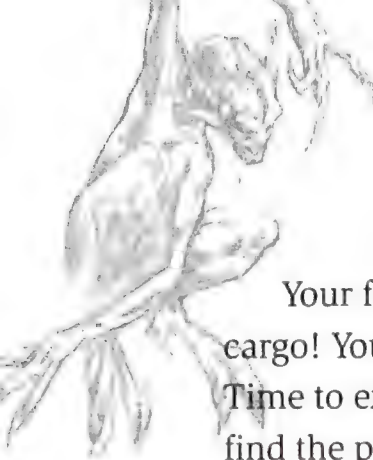
Now explore the rest of the chamber, including an old Egyptian boat that's not going anywhere soon. Exit the chamber through the door on the left (as you came down the steps) of the canopic jar pedestal. If there's no opening in the mural, then you haven't activated it by breaking the sign in the water system of the building.

Go up the ramp and you'll eventually come to a ledge with several items, including a very special one, on it.



**YOU HAVE ACQUIRED THE
QEBHSENUF CANOPIC JAR**





Chapter 9 The Temple of Horus Hub

Your first canopic jar—careful, you don’t want to break this precious cargo! You’ve done all you can in the Palace of the Pharaoh for now. Time to explore the other two levels. Return to the Temple of Horus and find the portal to the Pyramid of Anubis...happy canopic jar hunting!

THE PYRAMID ⊕ ANUBIS

Before you open the door in front of you, prepare to combat yet another Mummy Lord. Once you’ve destroyed him, walk until you reach the top of the giant ramp. There’s another Mummy Lord on top of the balcony above the ramp. Take him out with plenty of power—his fire attack is just as damaging from far away as it is from up close.

There’s a secret panel on the balcony, behind the area the Mummy Lord was patrolling, but for now let’s explore the ground floor.

Walk down the ramp and turn right, then enter the door at the end of the hall. Take out the Mummy Lord and walk up the ramp to the three tiles on the far wall. To complete this puzzle, you must push the three tiles in the correct order: middle, left, and finally the right tile. If you push them in the correct order, you’ll get the “Sequence Complete” message and the covering will slide away to reveal a new area below.

Jump down into the new area. A Mummy Lord and two Spiders pounce on you. Take them out, go up the stairs, and enter a room with a wood plank extended above a dark pit. Try to tiptoe across. Crash! The wood couldn’t hold your weight and you fall into the pit. Unfortunately, about a half dozen Spiders are at the bottom and they’re trying to bite you silly. Squash the angry arachnids, and then start exploring. You’ll find a stone gate that won’t budge and two floorplates in two of the corners of the pit, as shown in Figure 9.6. You can’t depress both plates at once, so push a couple of barrels over to weigh down each floorplate. Such ingenuity works, and the gate lifts up!

The Pyramid of Anubis



FIGURE 9.6: To raise the stone gate you need to depress both floorplates at the same time.

Go through the new doorway and immediately take out the two Mummy Lords there. Now you're confronted with the headpiece of the Dark Pharaoh. Read the signs on the wall to either side.

**THE DARK PHARAOH'S JOURNEY
BEYOND HAS BEEN STAVED
WITHOUT HIS ROYAL SCEPTER**

Sounds like you need to return the Royal Scepter to the Dark Pharaoh so he can pass on through to the other side. Now go up to the other sign.



Chapter 9 The Temple of Horus Hub



**ON THIS WALL, THE SCRIBES GIVE
CALCULATIONS FOR THE PLANET'S
SHIFT OVER TIME IN THE ZODIAC.
THESE CALCULATIONS INSTRUCT THE
ADVANCEMENT OF THE WHEEL OF
TIME IN THE CURRENT DAY TWO
STEPS FURTHER THAN GEMINI**

Now that message about the Vernal Equinox and Gemini that you read in the statue room makes a little more sense. You've done all you can in this area for now, so leave the Pharaoh's room and return to the pit. Find the stairs in the corner, take them, and you'll eventually end back up in the main corridor, just below the giant ramp. Head to the other side of the hall and turn left. Enter the door on your immediate right, where you'll find yet another pedestal with four sides. Walk up to the pedestal and you'll see a message.



**YOU NEED THE ROUGH
CUT GEM**

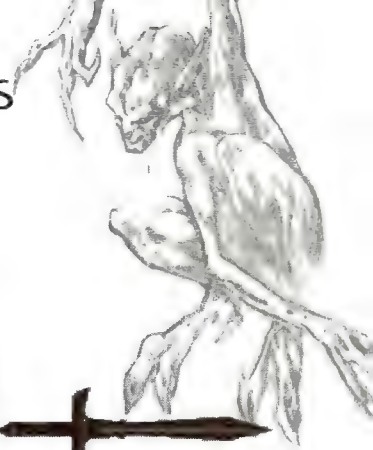
In the back of the room is a tough Mummy Lord, but as your reward for slaying him, there's a Seal of the Ovinomancer and a Krater of Might you can take.

Now head back out to the hall, and enter the only room you haven't explored yet. This one contains a giant inanimate serpent on the far side of a bottomless chasm. There are two more Mummy Lords here for you to maul before you can explore further. Take them out and walk up to the sign on the wall.



**THE EYE OF THE SERPENT
HOLDS THE KEY**

The Pyramid of Anubis



Now walk down to the pedestal that sits next to the chasm.



**YOU NEED THE SERPENT'S
EYE GEM**



There's a trend here—in the last room you were asked for the Rough Cut Gem, and now for the Serpent's Eye Gem. They're probably related, don't you think?

Now that you've explored all the rooms on the ground floor, it's time to go back to the giant ramp and find a way up the balcony.

There's only way to reach the balcony, and that's by jumping from column to column along the right-hand wall, as shown in Figure 9.7. You can also try jumping on the columns along the left wall, but the middle column is booby-trapped with an electric shock, and is not recommended!

Jumping from column to column is easy if you use the red pillar to help you stop. The best way is to jump straight for where the curtain and the wall meet. Also, it helps to look down before every jump to orient yourself. Take your time on each jump and you'll make it in only a few tries. Once you make it to the balcony, punch the secret panel to reveal a tunnel.

Take the tunnel until you reach a room with an Icon of the Defender floating above a royal-red carpet. Careful—the carpet is a trap that will send you down into the water system. For now, walk around the carpet to the sign on the wall.



**THE HIEROGLYPHS ASK
ANUBIS TO REUNITE THE
DARK PHARAOH WITH HIS
ROYAL SCEPTER**



Chapter 9 The Temple of Horus Hub



FIGURE 9.7: Hop along the columns on the right-hand wall to reach the balcony above.

Now that sounds very familiar...remember the sign in the Pharaoh's room below? Look around the room until you see the tile with the blood stain, as shown in Figure 9.8. Walk over to the bloody wall and push it in. In the tiny alcove there's an ankh-shaped button. Push it. Now walk out of the alcove, and you'll notice an item in front of the sign. Go grab it.

**YOU POSSESS THE DARK
PHARAOH'S SCEPTER**

The Pyramid of Anubis

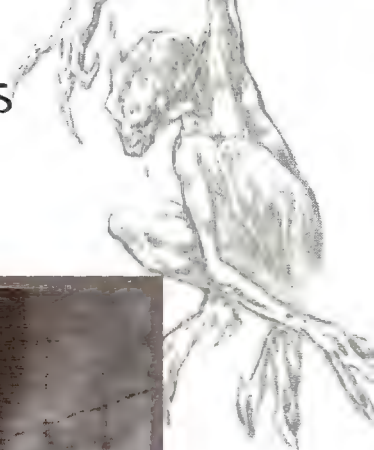


FIGURE 9.8: Out, out damned spot! There's a lot of blood on that wall tile.

Awesome! With the Scepter in hand, it's time to head back down to the Pharaoh's room, just off of the main corridor below the giant ramp.

After entering the Pharaoh's room, walk up to the illuminated headpiece.



THE SCEPTER IS PLACED!



Now you have access to an area behind the headpiece. There's a Mummy Lord blocking your way, so dispatch him. Proceed through a



Chapter 9 The Temple of Horus Hub

labyrinth of doors and tunnels until you reach an alcove with a jar hanging in the air. Grab it.



**YOU POSSESS THE DUAMUTEF
CANOPIC JAR**

The second canopic jar is for you; you're halfway there. Now that the Dark Pharaoh is happy (rest his soul), it's off to the third Portal in the Temple of Horus, the Temple of Nefertum. Return to the Portal Gate, transport back to the Temple of Horus, and find the Portal to....

THE TEMPLE ⊕ NEFERTUM

You're greeted by three overzealous Knight Archers as you teleport into the Temple. One of the Knight Archers sits in the shadows of the far left corner, so you might want to light up a Torch in order to see him better. Once the Archers are down, walk through the decayed tunnel until you reach ramps guarded by an Iron Golem and three Knight Archers, as shown in Figure 9.9. You'll probably be able to take out the Golem from outside the doorway, which is a general strategy for Golems in this continent. Once the area is clear, pick up the goodies on your way up the ramps and to a teleport.

Jump in the teleport and you'll end up in a room with a large wheel in the center. There are three Knight Archers with bows and arrows pointed at you, so kill them first, then explore the room. When you walk on the wheel, a message appears.



**YOU NEED THE STAFF OF
NEFERTUM**

The Temple of Nefertum

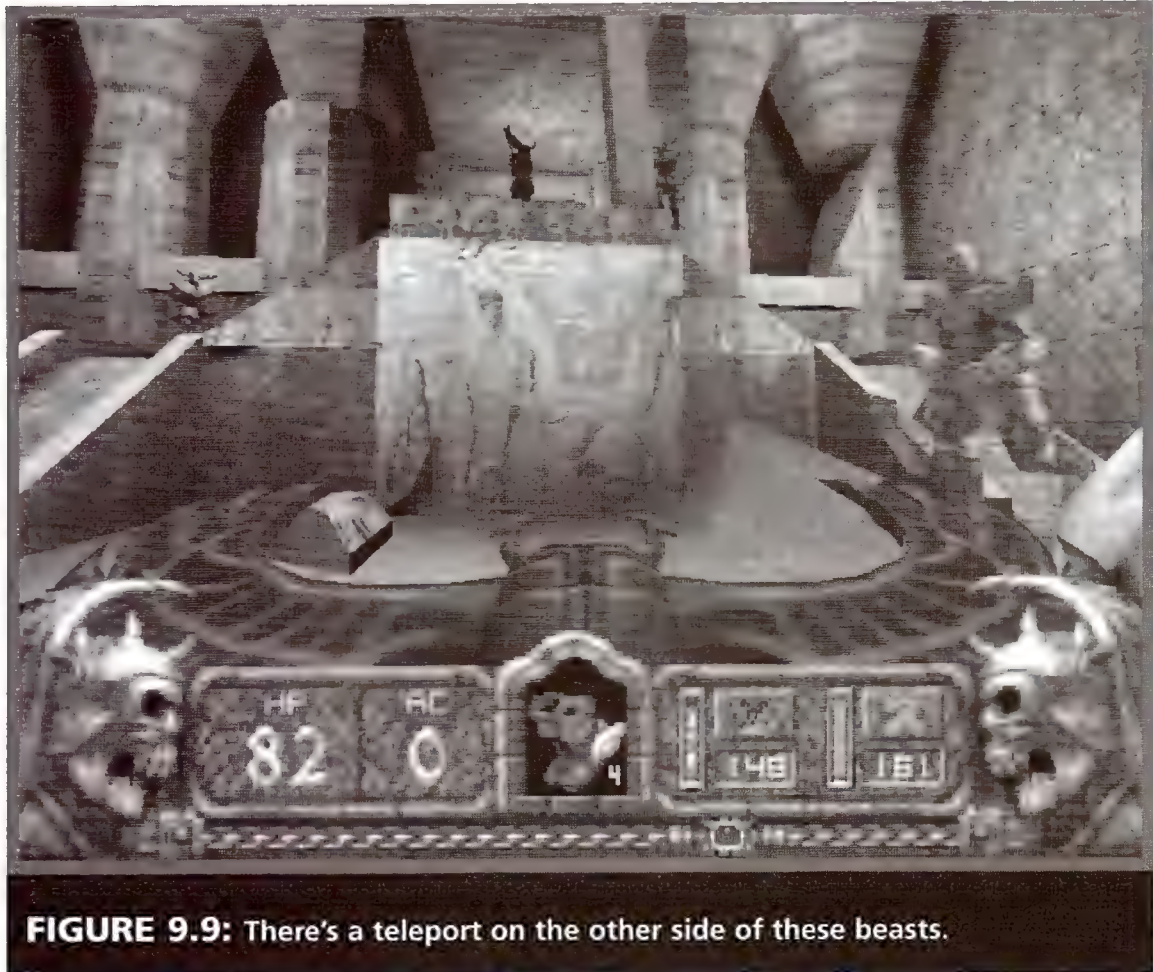
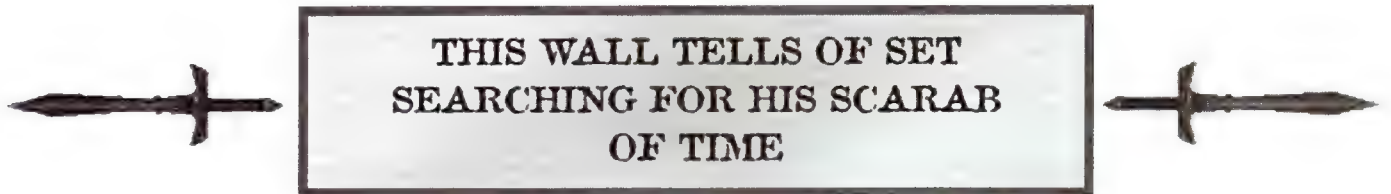


FIGURE 9.9: There's a teleport on the other side of these beasts.

Well, at least you'll know what to do with the Staff once you find it, right? There's a sign on one of the walls.



Next to the sign is a scarab tile, and because you already possess the Scarab of Time, you can hit the tile to expose another secret area. Walk in and you'll find a Portal to the Ancient Temple of Nefertum...and you thought this one was old! Enter the Portal.

THE ANCIENT TEMPLE OF NEFERTUM

There's a Mummy Lord to greet you. Eliminate him and explore.



**YOU HAVE TRAVELED BACK
1,000 YEARS TO THE TEMPLE
OF SET**

Walk through the next door, where you'll find another Mummy Lord, go down the ramp, and meet yet another Mummy Lord. Head down the hall and walk up to the door with the spread-eagled falcon on it.



THE GUARDIAN KEY IS NEEDED

Add that to the list of things to find. Turn around and find the teleport in the next hallway. Jump in the teleport and you'll end up in another room, this one containing a giant wheel. After dispatching the four Mummy Lords guarding it, you'll discover that this is an active wheel of time. You can punch the button and turn the wheel to the 12 constellations at your whim. You're almost ready to harness the wheel's power, but need another couple of clues and the Staff of Nefertum.

For now, head back to where you entered the Ancient Temple of Nefertum and find the faded and cracked area in the wall, as shown in Figure 9.10. Break through the wall and enter the new area. Of course, what would a new area be without two Imps and three Mummy Lords? Follow the tunnel to the end, where you will see a canopic jar on the

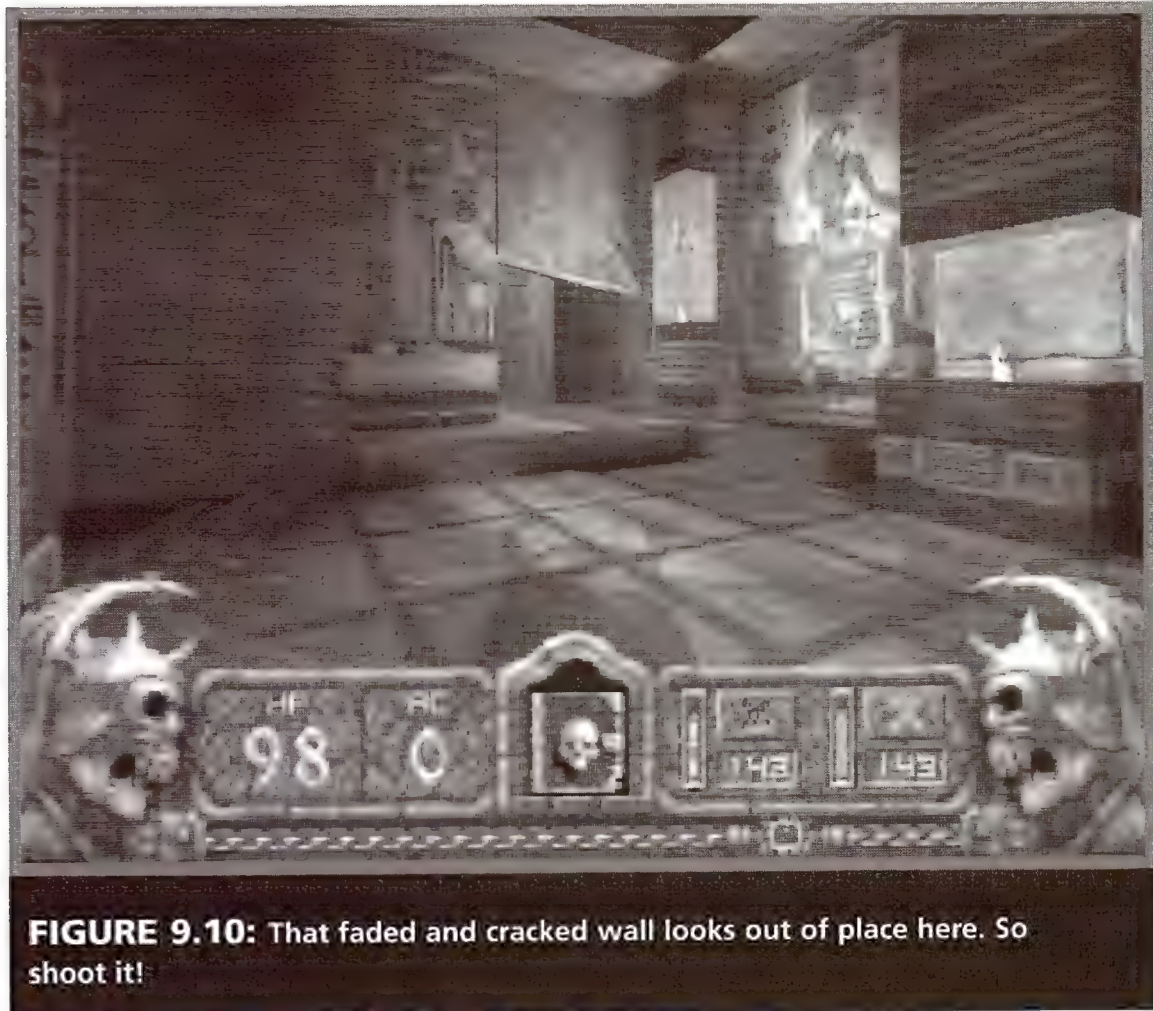


FIGURE 9.10: That faded and cracked wall looks out of place here. So shoot it!

other side of a gate. Hit the button on the wall next to the gate and you can see a door on the other side of the jar open. At least you know there's a way to get in.

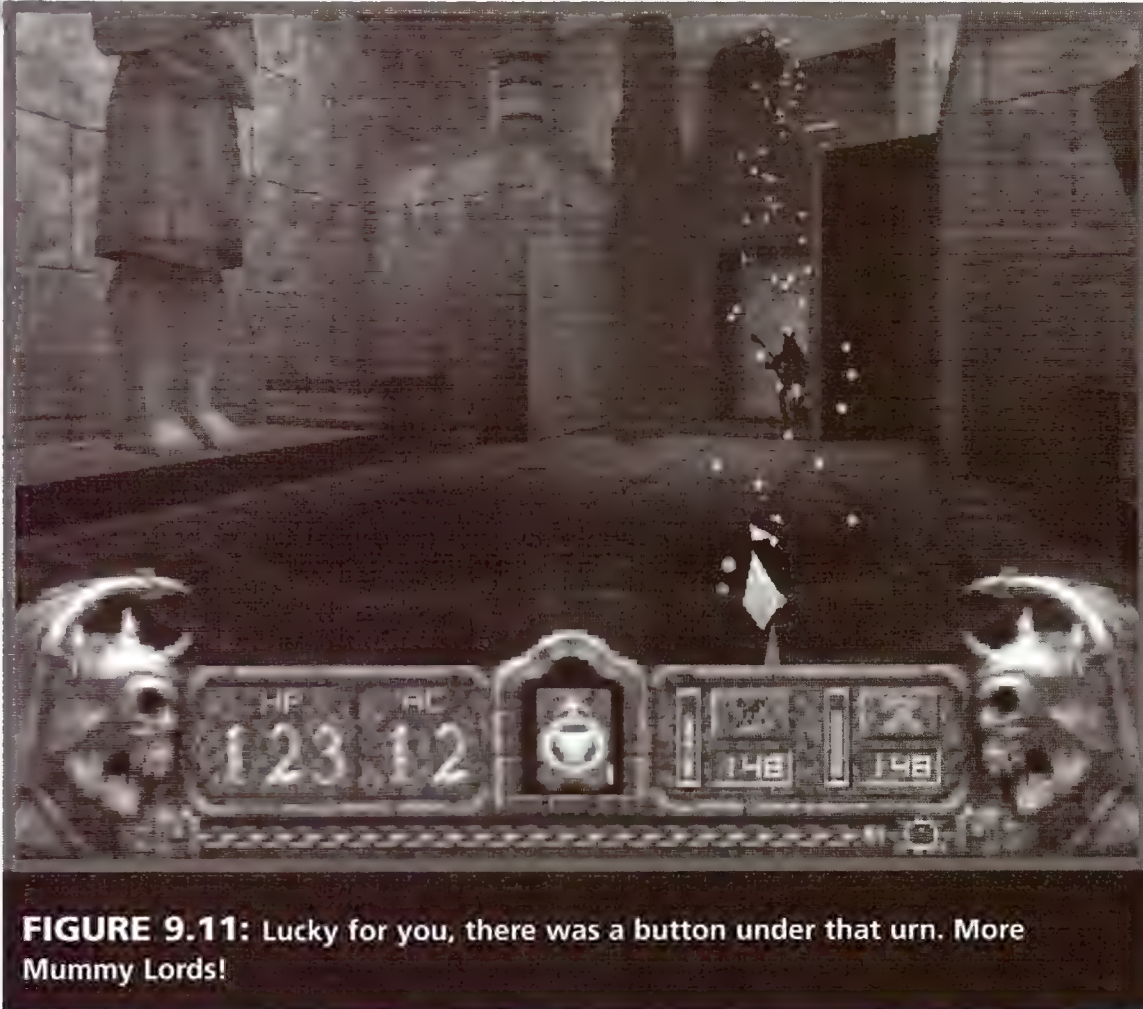
Head back down the tunnel and find the Portal to the Shrine of Naos. You might as well go in. What's there to lose...except maybe your life?

THE SHRINE ⊕ F NA ⊕ S

Here you're greeted by two more Mummy Lords. Kill 'em and look for a way out of this chamber. There's a button under one of the urns. Smash

Chapter 9 The Temple of Horus Hub

the urn and jump on the button to open the door into the Shrine, as shown in Figure 9.11.



This area is a labyrinth of interconnecting tunnels, ramps, and teleporters, and plenty of Mummy Lords lurk within. Take one of the ramps up to the first teleporter, which will put you in full view of the statue of the sitting Pharaoh. On the Pharaoh's lap is a key and some other goodies. Make your way down to the foot of the giant statue. There's a sign down there.

The Shrine of Naos



**RAMESSES II FORETELLS
OF THE WHEEL OF AGES
BEING ALIGNED ON BOTH
EQUINOXES AT THE SAME, YET
DIFFERENT TIMES**



Interesting...you'll be setting both wheels into motion. File this one in your brain for further consideration.

You can reach that high key in one of two ways. You can either make the challenging leap from the balcony, or do it the easy way. The easy way involves going through the door between the Pharaoh's legs, up the ramp, and into the next room with the inaccessible structure in the middle. As you enter the room, you can find a secret panel on the far wall on the left side. Push the panel to open a door on the structure, turning it into an elevator. Step inside the elevator and it will take you to the floor above. Hop on the teleport to find yourself in the lap of luxury.



YOU POSSESS THE GUARDIAN KEY



That's one of the items on your long list. Before you leave the shrine, explore and grab all the goodies to be found here. Be sure to go through the door between the legs of the statue, but this time take the door on the right as you come off the ramp. You'll find a button on the way that will open up to another teleport. There's also an Iron Golem and an engraving on the wall, as shown in Figure 9.10. It looks important, or maybe not.

You're done in the Shrine of Naos. Find your way back to the Portal back to the Ancient Temple of Nefertum to put the Guardian Key to use.

BACK TO THE ANCIENT TEMPLE OF NEFERTUM

This time, you enter this level in a new place. Out the door, make your first right at the four-cobra statue and walk into the apparent dead end. However, there's a sliding panel on the back wall that will put you into the core of the Ancient Temple. Make your way back to the Guardian Door with the falcon on it, the one that was previously off-limits. Now that you have the Guardian Key, though, you can go right in.

Collect the Helmet and other goods. Find the sarcophagus and open it. Ouch!—you're being pelted by fire from behind at 10 HP a pop! Push the button in the tomb to stop the madness. Now jump on the tomb next to the sarcophagus. Yikes!—you activated a powerful beam of light this time! Jump down and run over to the newly exposed panel and push the button to open a new tunnel out of the room. First, though, jump on the tomb again to find a special item, as shown in Figure 9.12.



**YOU HAVE ACQUIRED THE
ROUGH CUT GEM**



This gem will come in handy back in the Pyramid of Anubis. But for now, continue through the new doorway until you reach the nine floor panel puzzle. If you walk through using the wrong pattern, you'll be thrown back down to the courtyard below. Remember the stone engravings you found in the Shrine of Naos? Perhaps those referred not to some tic-tac-toe game, but to this puzzle. Try one of the three patterns; if it doesn't work, try another. (It will be different each game depending on what path you took to reach this area.) You'll want to look down while you make your way across the tiles—you don't want to accidentally hit the wrong one.

Back to the Ancient Temple of Nefertum

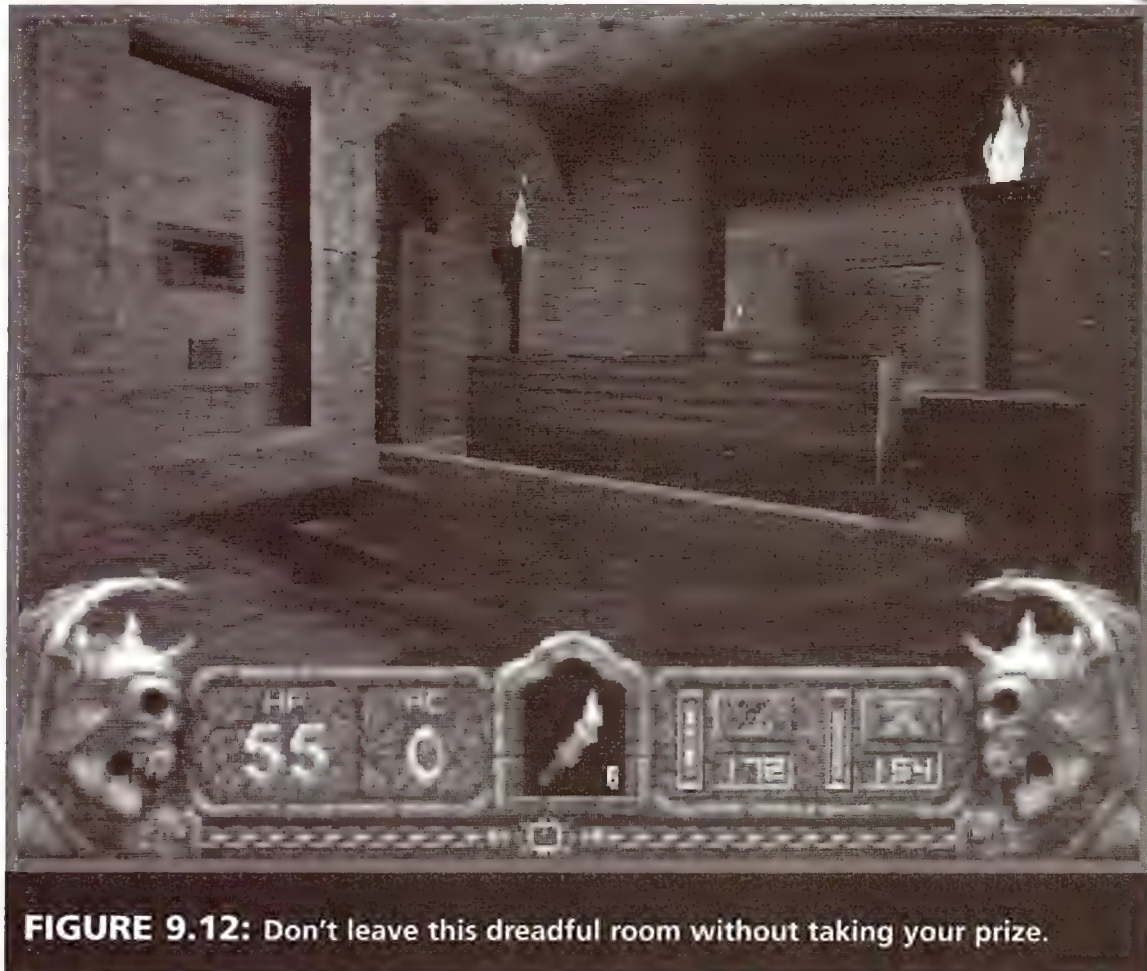
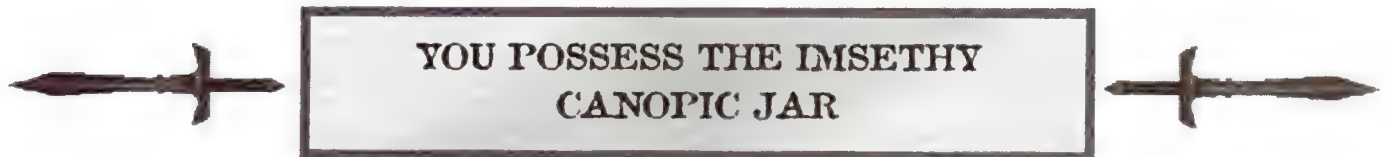


FIGURE 9.12: Don't leave this dreadful room without taking your prize.

When you find the correct sequence, you're richly rewarded with your third canopic jar.



With three out of four canopic jars and the Rough Gem in hand, it's time to return to the Pyramid of Anubis and find out what potential it holds. Find the Portal back to the Temple of Horus, then enter the Portal to the Pyramid of Anubis to try some gem-cutting.

BACK TO THE PYRAMID OF ANUBIS

Go down the giant ramp, turn left, then left again until you see the room in which you saw the Rough Gem message earlier in the game. Walk in and approach the pedestal.



THE GEM IS READY TO BE CUT

OK, what's next? Notice that there are buttons on each of the four sides of the pedestal. Push in one of them and some sort of laser beam cuts into the Gem. Push the other three buttons as well.



**YOU POSSESS THE SERPENT'S
EYE GEM**

Wonderful, that's information you can use! With the Serpent's Eye Gem in hand, walk out to the hall, turn left, and find the door to the mechanical serpent. Place the Gem on the pedestal next to the chasm.

Suddenly a bridge forms, giving you access to the other side of the chasm, as shown in Figure 9.13. Everything looks innocuous, so walk across the bridge to the cobra. However, when you get too close to the magical serpent, it comes to life! In fact, it spews lots of damaging fire. Run back up and out of direct fire. You'll need to kill this beast by strafing and dodging his fire. Once the serpent is dead, walk across the bridge to collect your reward.

Back to the Pyramid of Anubis

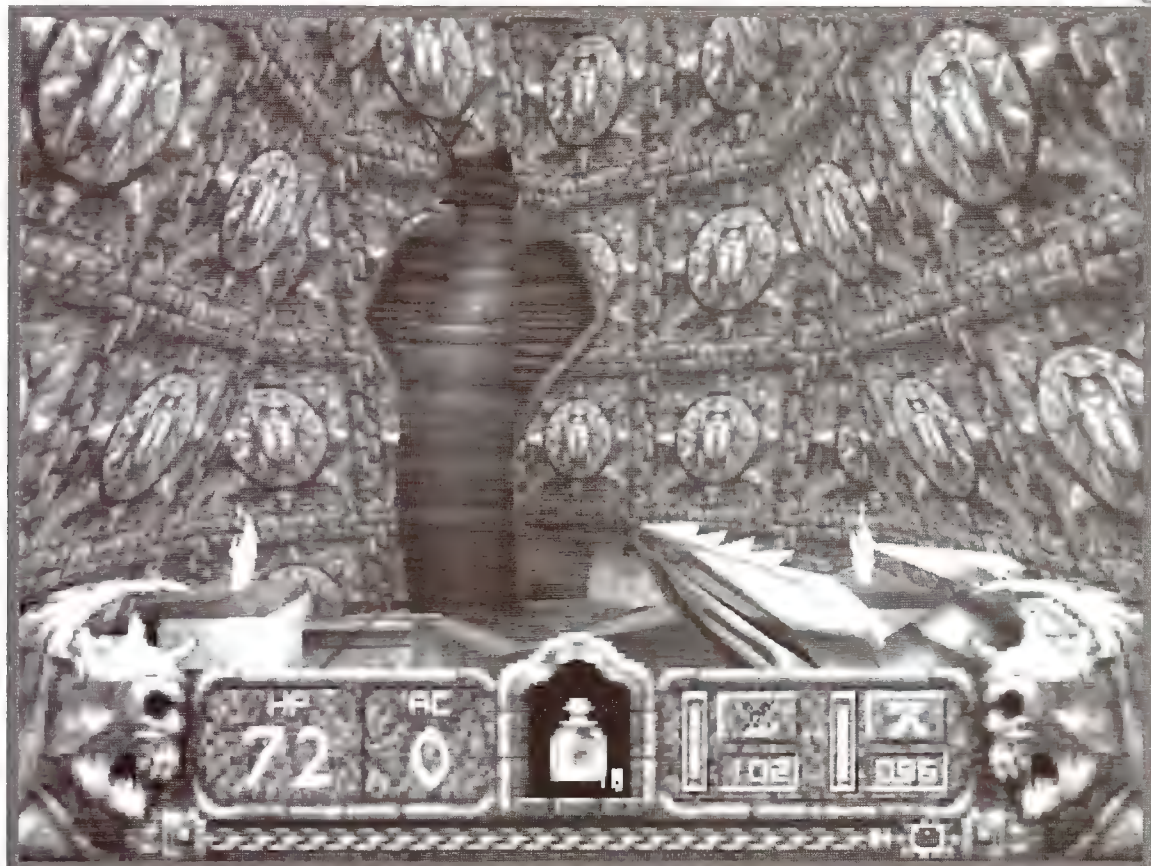


FIGURE 9.13: The Serpent's Eye Gem made a bridge between you and the cobra. Go for it!



**YOU POSSESS THE HAPPY
CANOPIC JAR**



That makes *four*, count 'em, *four* canopic jars. Better hurry back to the Dark Pharaoh's chamber to put these where they belong! Head out the Portal to the Temple of Horus, then go the Portal to the Palace of the Pharaoh. Time to cash in the jars.

BACK TO THE PALACE OF THE PHARAOH

Wind your way back to the sleeping quarters, and into the Burial Chamber of the Dark Pharaoh. Place the four jars on their respective pedestals.



THE BOAT IS READY FOR A JOURNEY



Jump on the boat and take a cruise to a new area. It is a small world, after all! Climb up, take out the Mummy Lord and Imp you meet here, and find the Portal Gate to the Temple of Light. Jump in.

THE TEMPLE OF LIGHT

This is a small level, but it's rich in treasure. Immediately take out the Mummy Lords that are present. Walk to the pit area with a closed chamber in the center. Walk around the ledge, and you'll wind up at a set of gates. Try to enter.



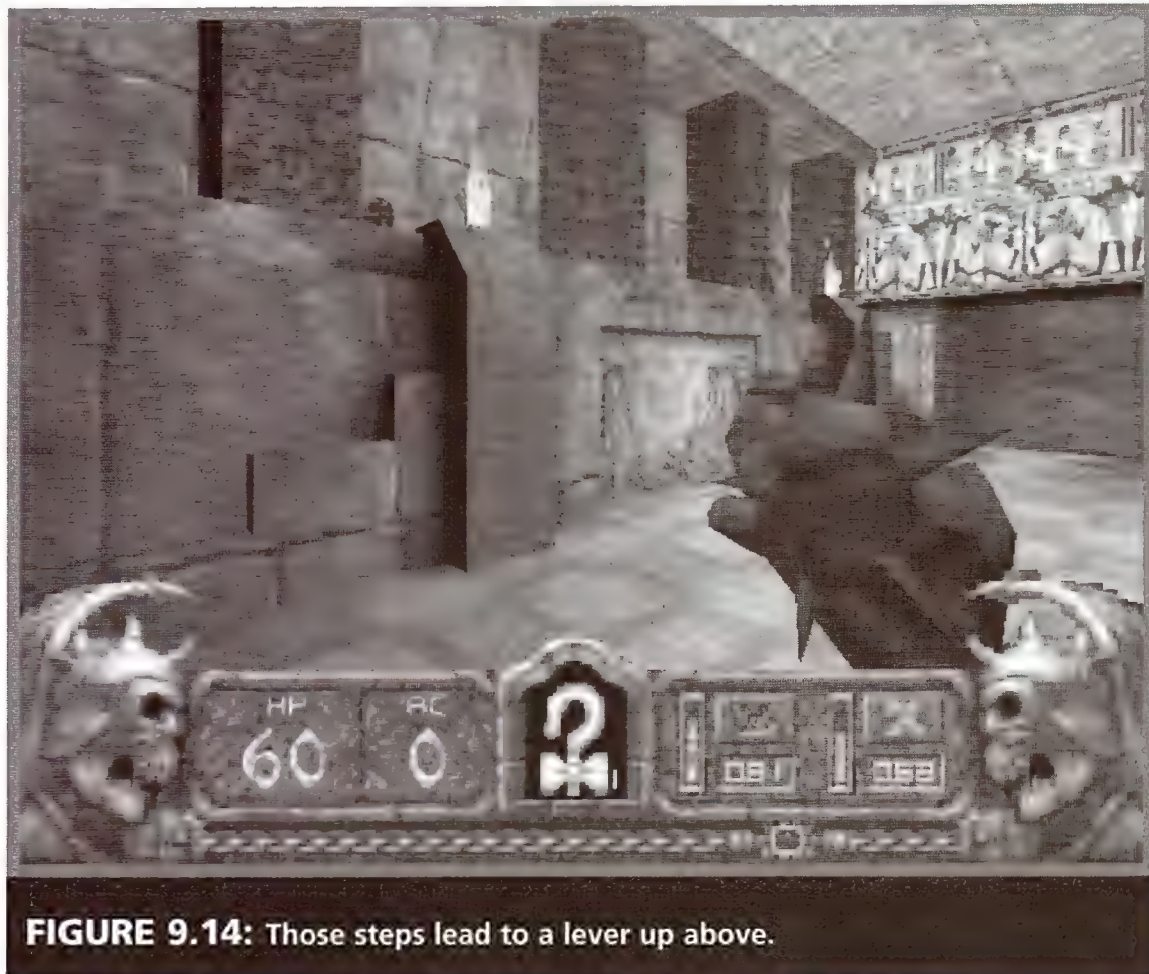
YOU NEED THE KEY OF RA



That was fruitless (sigh...), so walk back to the pit area. There's nowhere to go but down, so go ahead and leap into the pit. Take care of the vermin at the bottom, and then find your way to a tunnel. There doesn't seem to be anyplace to go...that is, until you spot the steps up, as

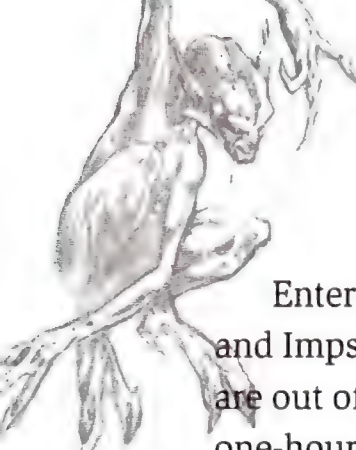
The Temple of Light

shown in Figure 9.14. Climb up and walk along the ledge until you get to a lever. Push it and you'll hear a couple of doors open below. Jump down, and in one of the caverns you'll find an item that you need.



YOU HAVE ACQUIRED THE
KEY OF RA

To get back up to the gate that requires this key, go through the other newly-opened door and it will lead you out.



Chapter 9 The Temple of Horus Hub

Enter the gate with the Key of Ra. Beware—a host of Mummy Lords and Imps are waiting beyond. Plan your attack carefully, then once they are out of the way, walk up to the sundial. You can set the time back in one-hour increments by pressing the button. Think back to the clue outside the Chamber of the Sun—it said something about the Staff of Nefer-tum being free when the chariot rides the highest. You can't get any higher than high noon, so set the dial back to 12 o'clock.

It's time to return to the sundial room in the Temple of Horus to see if the new time works. But first, you should retrieve the most sacred prize of all. Jump from the sundial platform. You'll find a walkway down to a gated room filled with lots of treasure. When you try to open the gate, you can hear a door open above. Leave the area and find the teleport back to the main area. Enter the area with the pit once more and you'll notice that the chamber has an opening on one side. Jump in. You'll drop straight into the treasure room. Pick up the items you find there, including the turnkey.



**YOU POSSESS THE LOWER
CROWN OF EGYPT**



Find the Portal back to the Palace. Then go through another Portal and into the Temple of Horus so you can find the sundial room.

BACK TO THE TEMPLE OF HORUS

Wind your way out of the Portal room back to where you needed the Key of Anubis. Find the Chamber of the Sun. This time it opens, with a bang. Walk inside to find the staff.

Back to the Temple of Nefertum



**YOU HAVE ACQUIRED THE
STAFF OF NEFERTUM**



Awesome! Now it's back to the Temple of Nefertum, where you can put his staff to good use. You hope so, anyway.

Head back to the Portal room, and use the Portal to go back to the Temple of Nefertum.

BACK T⊕ THE TEMPLE ⊕F NEFERTUM

Enter the Temple of Nefertum and walk through the teleport to the first time wheel. Now that you have the Staff of Nefertum in hand, the wheel will work as a wheel of time. Push the button on the wall and the wheel moves a few degrees each time, in alignment with the 12 constellations.

Now it's time to gather your wits and think about the clues. You know that the Summer Solstice falls in the Constellation of the Hippopotamus, and that the Vernal Equinox falls on the Constellation of Gemini. You also discovered in the Dark Pharaoh's room that Gemini must be corrected by adding two constellation positions.

The way I figure it, there's a 50-50 chance. Go ahead and set the Wheel of Time in the Temple to Gemini, then add two to set it on the Constellation of Isis. Now head out the secret door and enter the Portal to the Ancient Temple of Nefertum.

BACK T⊕ THE ANCIENT TEMPLE ⊕ F NEFERTUM

Find the second Wheel of Time and set it to the Constellation of the Hippopotamus. Once done, head back to the previous area to see if the settings worked.

BACK T⊕ THE TEMPLE ⊕ F NEFERTUM

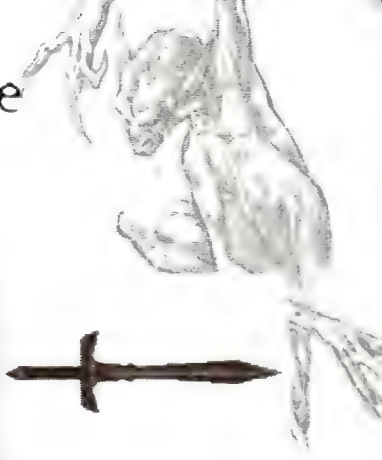
There it is, the second of the lost crowns! It's yours for the taking.



Now it's back out to the Temple of Horus to put this puppy where it belongs.

BACK T⊕ THE TEMPLE ⊕ F H⊕RUS

Place the Upper Crown on the pedestal on the ankh platform.



**YOU HAVE RE-UNITED THE
CROWNS OF EGYPT! HORUS
SMILES UPON YOU.**



You've done it! Now the platform converts into an elevator, but it only stays down at its lowest point for a split second. The gate to the pen of the third General, Pestilence, is in the direction of the loop of the ank. Thus, as you're going down, walk in the direction of the loop and you'll end up at the Portal to the ultimate battle of Septimus.

FACING PESTILENCE

Tighten the laces on your shoes, because you're going to do lots of running. Riding his warthog, Pestilence is fast and has an uncanny knack for finding the most direct path to you. Of course, your most important goal is to stay alive, so you'll want to avoid any head-on collisions with Pesty and his mount. If you are directly trampled by Pestilence, it's all over.

HEALTH POINTS

4,400

ATTACK DAMAGE

Poison arrows	15-30
Swarm	3-10 each sting
Trampled	Direct hit means death

You'll need to do some quick strafing to dodge Pestilence's fire (see Figure 9.15), although you'll have to be extra careful, because even if you avoid a direct hit, you can still take radius damage. To combat him,

Chapter 9 The Temple of Horus Hub

collect all of the Disc of Repulsion artifacts and use them judiciously to knock fire back into Pestilence's face. And without a doubt, you'll go through all of your Tome of Power artifacts, because you'll need to dish out 4,400 HP of damage in the shortest time possible.

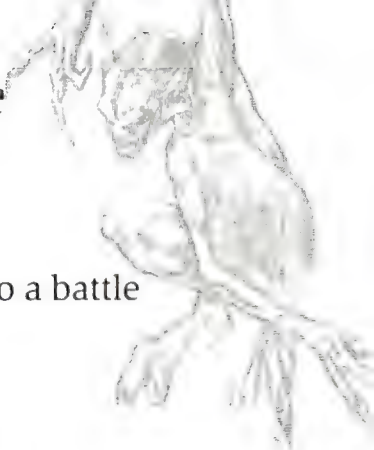


FIGURE 9.15: Get used to this view. Pestilence and his warthog will make a beeline for you.

To grab a quick breather, run into the alcove on the end of the pen. This General can't follow you into the pen. If you have plenty of Discs, you can set up camp in one of the doorways and pound Pestilence with all you've got. Keep attacking as quickly as possible, so Pestilence will have little time to return fire.

Facing Pestilence

This fight will take a long time, and it basically boils down to a battle of attrition. Staying agile is half the battle.



As your killing blow falls, Pestilence is enveloped in a cloud of energy, forever removing the blight of his scabrous body from the face of Thyron. Once again, there is a sickening twist and you find yourself in the land of Septimus, Thyron's final defense against the coming of Eidolon. It seems fitting that the Dark General known as War would rule the most militaristic civilization in the world. Taking a few minutes of much needed rest, you reflect on what you have accomplished. You wonder to yourself, what sort of powerful being could bend the Dark Generals to his whim?

CHAPTER TEN

HALL OF HEROES HUB

Welcome to the Roman world of Septimus. You've done well up to this point, but don't think that this continent will be as easy as Mazaera. The gods in this land are playful. But, if you don't pay attention to the subtle clues, you will end up dead and the gods will only laugh. This continent is also the richest—there's lots of treasure to be had—and you'll need all the goodies you can get your hands on. If you have the time, your explorations will provide you with lots of treasure.

This lush continent is filled with Spiders, Imps, Medusas, Bronze Golems, Archer Lords, and black-robed Shadow Wizards. But even if you do manage to scrape through this Hub, don't pat yourself on the back yet—because on the other side is Eidolon's fourth General, War. Like his name implies, War doesn't like you...neither does his axe.



If you're not trembling in your boots by now, you should be.

There are three puzzles that you'll need to solve before leaving Septimus, and they all involve finding items to help you move on to new levels.

FIND THE WAY INTO THE REFLECTING POOL

-  Find the Silver Bar.
-  Find the Gold Bar.
-  Place Bars as offerings to gain access to Reflective Pool.

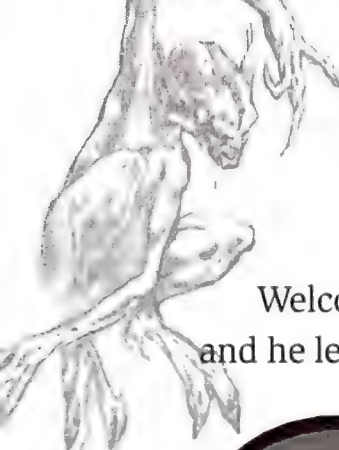
BREAK THE SEAL ON THE TEMPLE OF MARS PORTAL

-  Solve the Diamond Specter puzzle.
-  Solve the Crown of Kings puzzle.
-  Place the Specter and Crown in their proper alcoves to gain access to the Temple of Mars.

OPEN PORTAL TO WAR'S LAIR

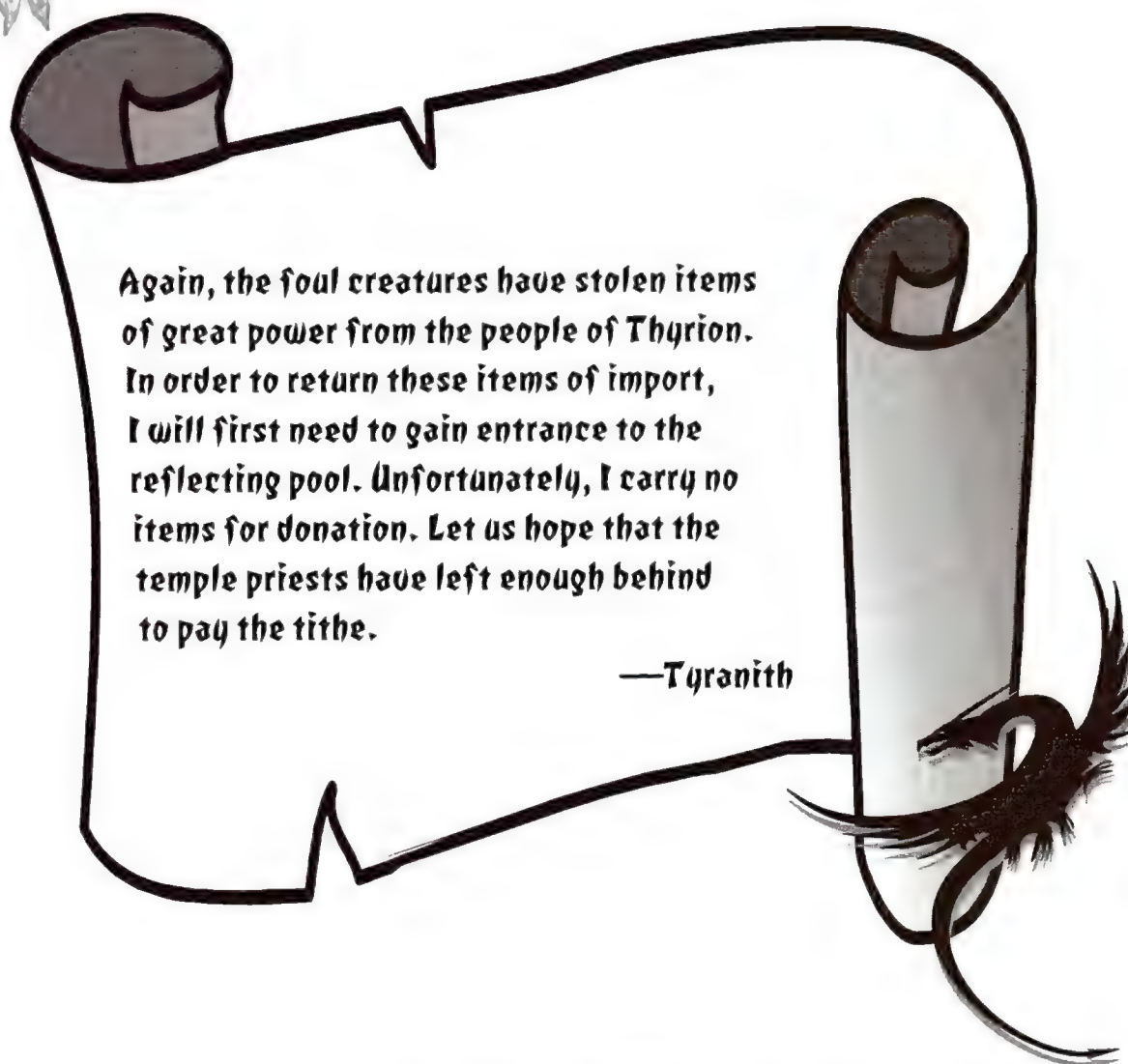
-  Find the Sunstone.
-  Find the Shadowstone.
-  Find the Voidstone.
-  Use three stones to open entrance to War.





Chapter 10 Hall of Heroes Hub

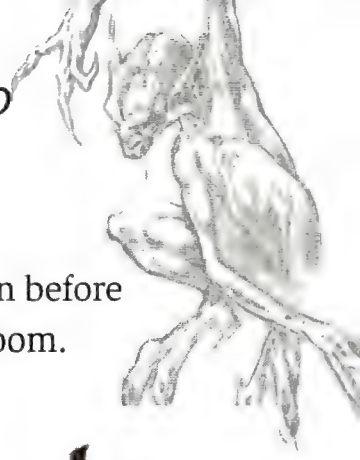
Welcome to Septimus; luckily our colleague Tyranith has lead the way and he left us this note.



Again, the foul creatures have stolen items of great power from the people of Thyrion. In order to return these items of import, I will first need to gain entrance to the reflecting pool. Unfortunately, I carry no items for donation. Let us hope that the temple priests have left enough behind to pay the tithe.

—Tyraniith

Walk down to the baths. There's an Archer Lord under the archway on your left. Once he's gone, swim across to the statue ahead and you'll find a Ring of Water Breathing behind it. There's an archway on either side of the pond. The one on the right leads to two doors that are both locked. Past the left archway are two sets of stairs. Take the stairs down, walk through a fountain area, and you'll end up in the statue room with a new foe, the Medusa. Fortunately, she's in deep thought, so you might get lucky



and be able to get a couple of heavy hits without a super weapon before she even bats an eyelash. Grab the crystal in the middle of the room.



YOU POSSESS THE CRYSTAL



Go back out to the pond area and take the stairs that go up. You'll wrap around and end up on a platform with three or four Archer Lords. You can't take them all on at once; so, plan your strategy so you can take one on at a time. Shoot low, these guys do a lot of crouching to avoid our fire. You'll end up in another room with three more Archer Lords. There's also a teleport in there. Go in and find yourself in a corridor with a door that leads to the hedge maze. Walk through the hedges, but stay to the left and you'll find a button in the near corner. There's also a Medusa there waiting for you, but don't let her get you cornered or you're history. Push the button and you'll see a vision of two doors opening up, in fact, they're the ones in the bath area. Might as well head back to the bather area to check them out.

Go inside either one of the doors and you'll see a large pedestal in the middle of the room. Go up to it and your crystal will be transformed into something even more special. Now jump up on the pedestal and grab it.



YOU POSSESS THE POWER CRYSTAL



Smash a window in the room and jump down into the lush courtyard below. Straight ahead and to the left is the walkway to a bridge puzzle, as shown in Figure 10.1. First, though, take out the Bronze Golem and Archer Lords that plague the area. You should take the stairs to the upper level of the bridge and shoot down at the Bronze Golem—it's much safer that way.

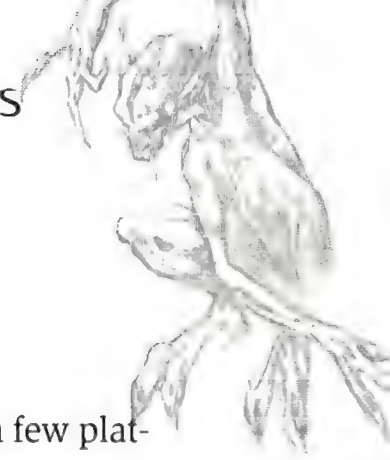
Chapter 10 Hall of Heroes Hub



FIGURE 10.1: You need to get up to that doorway up there.

Once the beasts are gone, place the Power Crystal in the alcove on the bottom floor. Next, hit the button down there to move the bridge above. Now go out and up the stairs to the top floor. Hit both buttons and jump on the bridge before it starts moving—you've got about two seconds. The bridge turns 90 degrees and lines up with a new walkway. First, though, there's a bulky Archer Lord to put down.

Walk along until you reach a Portal to the Forum of Zeus. And don't forget to read the sign by the Portal as well: "Be Penitent before the Throne of Zeus." Might as well go in.



FORUM OF ZEUS

Go straight and veer left to reach a large swimming pool with a few platforms up above. There're a few sniper Archer Lords to dispatch first thing. You'll need to activate a series of buttons to reach the throne room. Jump in the water, eliminate the Hydras, and swim behind the platform to find the opening to some tunnels. Push the button on the wall and you'll see a message about one more to go. Up the ramp, you'll find the other button. Push it and you'll see a vision of a bridge moving in place above the swimming pool. Read the sign next to the button.



**THE GUARDIANS OF ZEUS HIDE
FROM NORMAL VISION**



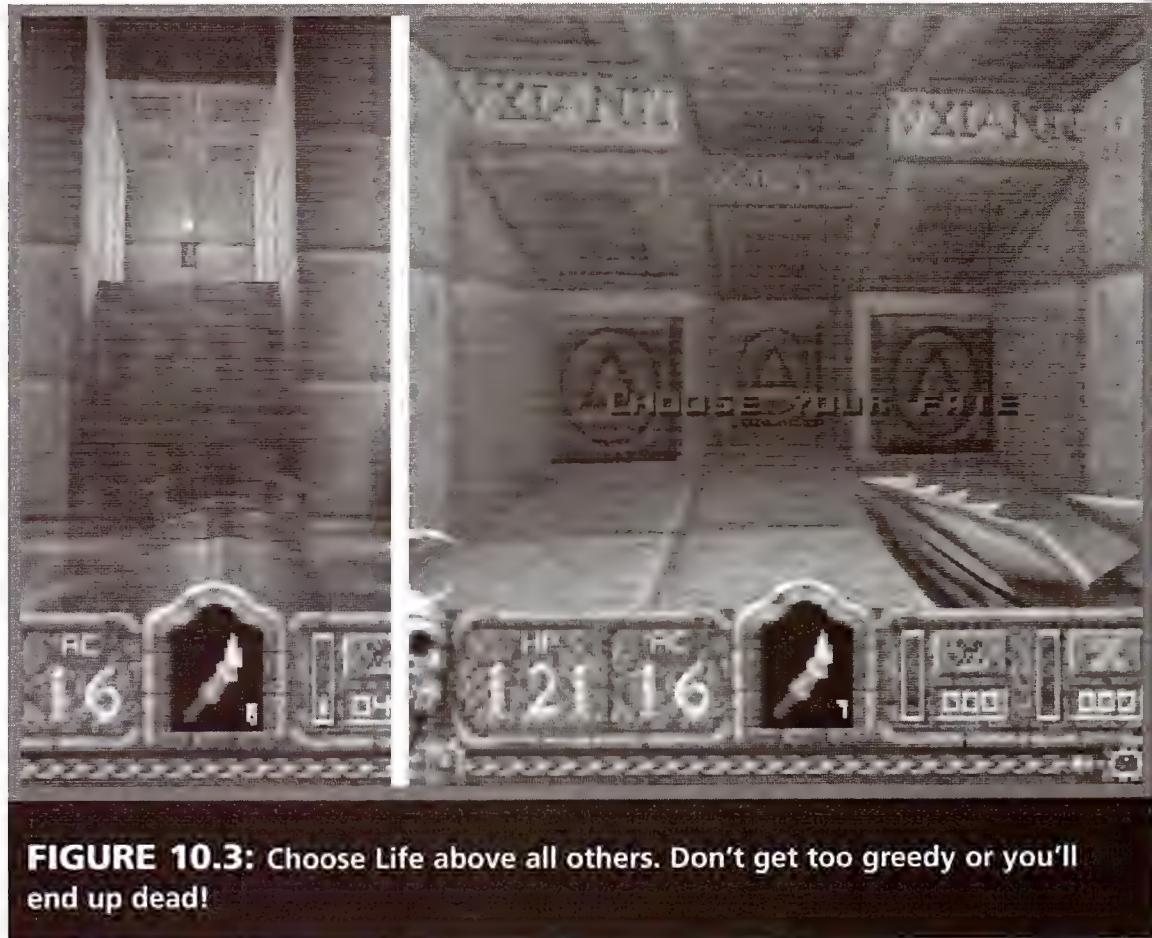
That's the second message you've seen about how to approach Zeus' throne. It must be important. Jump back in the water and find the floor-plate that acts as an elevator to the high ledge above. Once you're on the high ledge, jump down on the new bridge below, as shown in Figure 10.2.

Walk into the new area. You'll meet up with lots of Spiders and Archer Lords in these halls. Beware! Walk along the perimeter to some steps that lead down to a fountain area with a Medusa. Move through the fountain area and proceed along until you reach a closed area. Fortunately, the dark marble walls are light and you can push them back to expose yet another new area. Push the button on the wall and you'll see a vision of the last bridge piece snapping into place. Before heading back to the swimming pool, go down the large stairs below the white marble relief sculpture. Continue until you reach a Portal to the Gardens of Athena. Next to the Portal is a tunnel in the shadows that leads to two rooms, as shown in Figure 10.3. Here's a chance to earn an artifact...or die. If you've run into a sign that says "Choose life above all others," you'll be in good shape to come out alive. Just don't get greedy!



FIGURE 10.2: The first of two bridges you'll need to reach Zeus' throne.

Now head back to the swimming pool, jump in the water, and take the elevator up to the top ledge. Go in the new doorway and continue until you see the large mural of Zeus high above. Don't pause too long, though, because there's a lightning bolt generator above the mural that will zap you if you're too slow. Find your way around to the room with the lightening magnifiers, as shown in Figure 10.4. After you remove the Medusa from this world, step on the two floorplates on either side of the room to align all of the magnifiers. Now find the stairs just outside of the room and make your way to the platform above and step on the floorplate. A mighty lightning bolt accelerates through all of the magnifiers and opens a new area below. Jump down and enter the throne room.



There's a hard and an easy way to approach the throne. Remember the clues about being penitent as you approach the throne? Perhaps you should crawl on your hands and knees up to the throne, or at least crouch. Step on the floorplate in front of the throne to illuminate the three electric beams that protect this area. Now do you see the problem? Jump on the throne to collect the prize.



YOU POSSESS THE SILVER BAR



Awesome! It's heavier than cash, but just as valuable. Trace your steps back to the Portal and return to the Hall of Heroes.

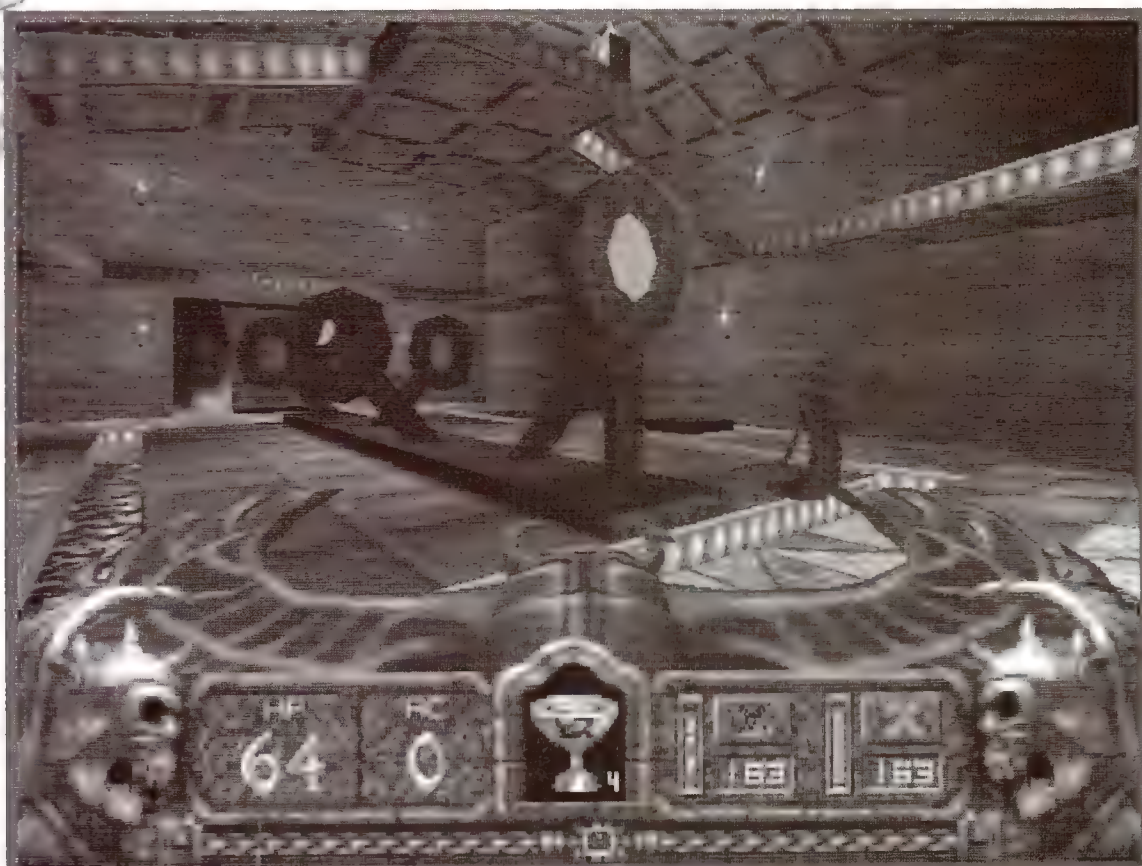


FIGURE 10.4: Align the magnifiers; then go on top to open the door to the throne room.

BACK TO THE HALL OF HEROES

Walk back out the hedge maze and explore a bit until you find the exit to the Gardens of Athena Portal. Once you find it, jump in.

GARDENS ⊕ ATHENA

Before exploring, read the sign next to the Portal gate.



**FOLLOW THE LEDGE TO
HIDDEN REWARDS**



Tuck that piece of advice away and follow the tunnel down to a room with a couple of Archer Lords shooting at you from an elevated platform. Shoot them dead and climb up the stairs, maneuvering around the ledge until you reach a button. Push it and you're treated to a vision of a door opening up in the courtyard below. Jump down and enter the door. You find a long set of stairs with a waiting Medusa. Squish the mollusk and climb the stairs to a tunnel. Take the tunnel until you reach the opening to Athena's altar. There are a few Archer Lords on the ledge above the area that you'll need to contend with first. After the area is quiet, walk up to the altar (as shown in Figure 10.5).

Walk inside the covered area and read the two signs.



**LET NO WEAPON BE DRAWN
BEFORE THE ALTAR OF ATHENA**



**LOOK ABOVE FOR DIVINE
PROVIDENCE**



Hmm...you're probably not sure what the weapon message is about yet, but who can turn down divine providence! Look up to reveal a button on the bloody ceiling above. Shoot to activate it—you'll know it's activated when it turns green. That's the first of three buttons you'll see.

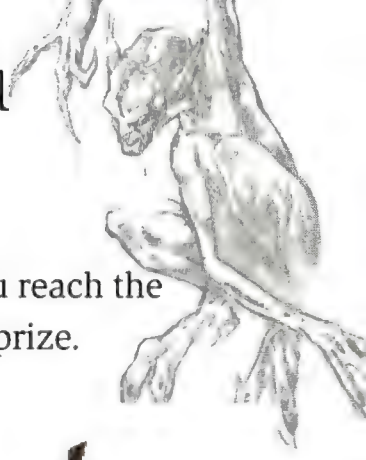


FIGURE 10.5: There are three buttons you need to activate to enter Athena's Temple.

The second button is on the right side of the altar at the very back. It's on the short ledge around the outside of the altar; you can't jump up on the ledge, so you'll have to climb at the stairs in the front of the altar. Once you activate the second button, you'll find the third button up on the high ledge that's on the perimeter of the area. To reach it, though, you'll have to activate the elevator.

Walk back out to the tunnel behind the altar. To the immediate right is a staircase that leads to yet another button. Punch it and you'll see a vision of the elevator now in working order. Return to the altar and ride up to the ledge. Walk around to the other side and push the button in the corner. You opened up a door that you can access from the ledge. Also, a Skull Wizard appears on the roof of the altar.

Reflecting Pool



Once you punish the Wizard, walk along the ledge until you reach the new doorway. You'll find yourself inside the altar. Collect your prize.



**YOU HAVE ACQUIRED THE
GOLD BAR**



That's what you came here for, more precious metal. Leave the altar and head back to the Portal gate that you used to enter this level. It's back to the Halls of Heroes for you.

BACK TO THE HALLS OF HEROES

Return back to the now familiar hedge maze. You might have already found the Portal to the Reflecting Pool. If not, find it now. It's just off one of the four exits out of the maze. Once you spot it, jump in.

REFLECTING POOL

You enter the level at the top of a spiral tower with lots and lots of Disc of Repulsion artifacts on the many ledges of the tower. Work your way down to the bottom of the tower and walk into the courtyard with the Imp and Bronze Golem guarding a building, as shown in Figure 10.6. Once the area is clear of beasts, walk up to the entrance of the building.



**ONLY THE CHARITABLE
SHALL PASS**



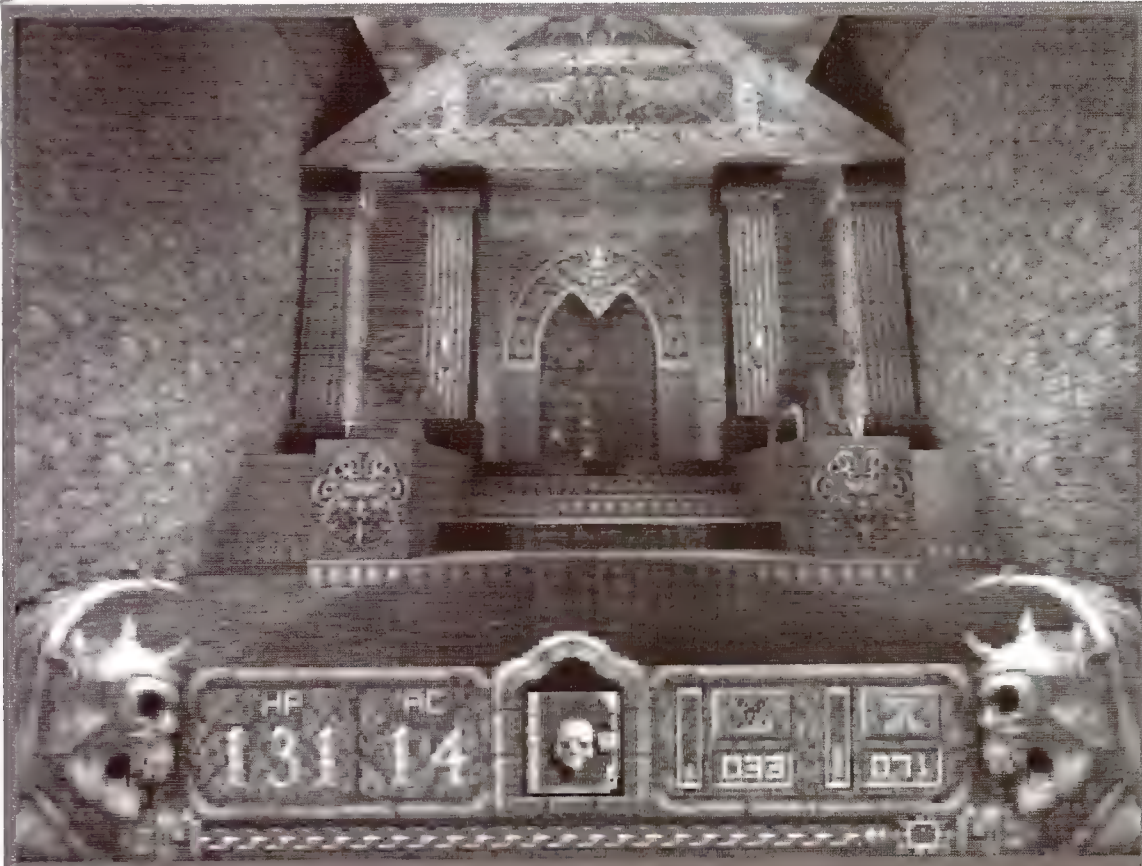


FIGURE 10.6: Silver and gold is all it takes to get into this place.

Walk around the porch of the building and you'll see a couple of empty alcoves. Walk up to them and your Gold and Silver bars fill the empty spots. Now the gate opens...I guess your tithe appeased the gods.

Walk down to the pool area. Jump in the water and swim under the walkway to reach a set of stairs that lead to an elevator. Take the elevator up to a tunnel, press the button and a bridge drops down above the pool area. You can either take the stairs or jump. It takes a strong leap to jump on the bridge, but once you're there you have access to a new Portal—to the Temple of Mars. If you try to enter the Portal, the gates don't open for you. Explore the hallway leading to the Portal and you'll find two alcoves. Walk up to them.

Baths of Demetrious



**YOU NEED THE DIAMOND
SCEPTER**



**YOU NEED THE CROWN
OF KINGS**



The Temple of Mars must be a pretty special place with such a high price of admission! You'll be back once you find the Scepter and the Crown. For now, return to the pool area. Jump down off the bridge and find the doorway on the lower level that leads to a Portal to the Baths of Demetrious. Notice the sign next to the Portal.



ALIGNMENT IS THE KEY



Sharpen your puzzle-solving skills and jump in.

BATHS ⊕ F DEMETRI⊕ US

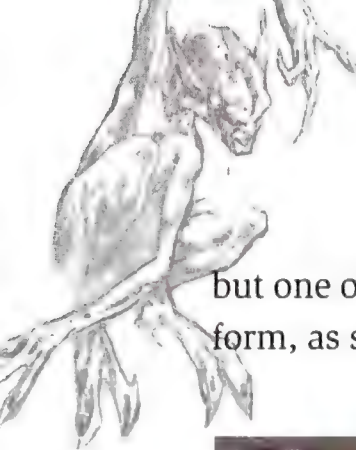
Welcome to the baths. First, check out the very important sign next to the Portal.



**FIRST FIRE, THEN STEAM,
WATER, AND AIR**

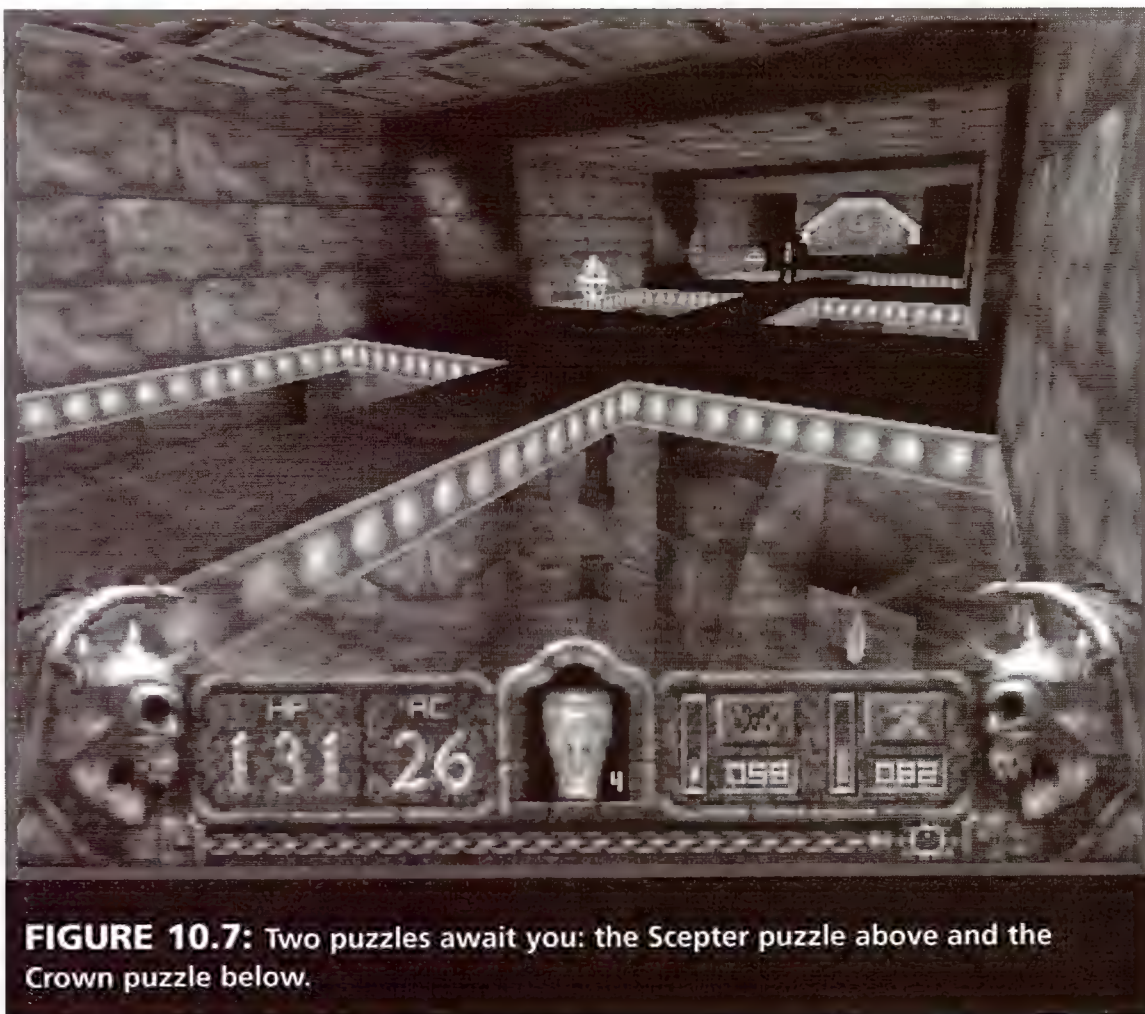


It may not mean much to you now, but it will be of paramount importance in a few minutes. Now walk into the area with the white walls. All



Chapter 10 Hall of Heroes Hub

but one of the doors is barred, so take the only way out to a metal platform, as shown in Figure 10.7.



Walk along the bridge and you'll find four stone buttons with symbols on them that could definitely pass for fire, steam, water, and air. Press the four buttons in that order and you'll see a message appear.



CAREFUL STUDY PREVAILS



Baths of Demetrious



An item now appears at the end of the bridge. Walk up and grab it.



**YOU POSSESS THE DIAMOND
SCEPTER**



Now that you have the first of the two items that will take you to the Temple of Mars, jump down to find another puzzle. Maybe it will pay off just as handsomely.

Explore the area and you'll find three knobs that you can turn in four different positions: up, right, down, and left. Each knob also has a Roman numeral above it: I, II, and III. After playing with the knobs for a bit, it's clear that this would be a lot easier if you could find a clue first. So look around and you'll discover a path just behind the III knob that leads to a pool area (shown in Figure 10.8).

Look across the pool to the far wall and you'll see three knobs drawn on the wall. The first knob points up, the second to the right, and the third points down. Return to the puzzle area and set the knobs.

When you successfully position the three knobs, a message appears.



THE PATTERN IS SET



Now walk back to the water area, and step on the button that's on the floor in front of the pool, and you'll witness an explosion in the water. Some barrels from an underwater chamber surface and form a path to the platform on the far wall. Run along the barrels to the platform and hit the button you find there. Two things happen: an underwater door opens and an Archer Lord pops out of a closet across the water. Shoot the Archer and swim across to the closet area where he was hiding. There's a precious Icon of the Defender artifact waiting for you there. Now jump back in the water and swim through the newly opened door. You'll find a set of stairs that will help you climb up to the room.



Exit the area and follow the tunnel until you arrive at a new courtyard, with a window high above (shown in Figure 10.9). There's also an Archer Lord that every once in a while peers out and takes a few shots at you. Try to dispatch him before you make the leap onto the window sill. Once he's dead, jump from the porch area above the stairs to the window. It's a bit tricky and might take you a couple of tries. Once you're on the window sill, crouch down to enter the room. Grab the floating item.

**YOU POSSESS THE CROWN
OF KINGS**



FIGURE 10.9: There's something shiny in the window. Might as well jump up there to check it out.

Now you've got the two precious items in your inventory that you need to enter the Temple of Mars. Walk out the door into the area with the white walls, and head back to the Portal to the Reflecting Pool.

BACK TO THE REFLECTING POOL

You'll end up back in the pool area. Dive in the water and swim to the stairs that lead to the elevator. Take the elevator up and jump on the bridge.



Chapter 10 Hall of Heroes Hub

Place the Diamond Scepter and Crown of Kings in their proper alcoves. The gates open; you can now enter the Portal to the Temple of Mars.

TEMPLE ⊕ MARS

It took some effort, but you've finally arrived in the Temple of Mars. Walk around to see the main area of the temple. Take out the beasts below and check out the three doors that lead out from the area (Figure 10.10). Walk down to the main area and check out the middle door.

There are some nasty looking swinging axes in this area, with some tasty artifacts in between the four razor-sharp blades. For now, explore the other two areas and then come back when things are a bit easier. Return to the main area and go through the door on the left (as you first enter the area).

You'll find an electric fence surrounding a floorplate and a Tome of Power artifact. Obviously, you'll need to get inside the hazard—but how? Perhaps you remember the lesson learned in Zeus' throne room...crouch down and do the limbo under the electric barrier. You might take a little damage, but much less than if you walk upright. Step on the floorplate and an elevator drops down from the ledge above. Crouch down again and leave the hazard. Take the elevator up to the ledge and walk around to the button. Press it and the electric field stops below. There are two doors on either side of the ledge. Find the Shadow Wizard's den. Walk up to the pedestal and grab the item.



**YOU HAVE ACQUIRED THE
SUNSTONE**



You probably didn't even know that you were collecting magical stones, but you've got one anyway. Take care of the black-robed Shadow

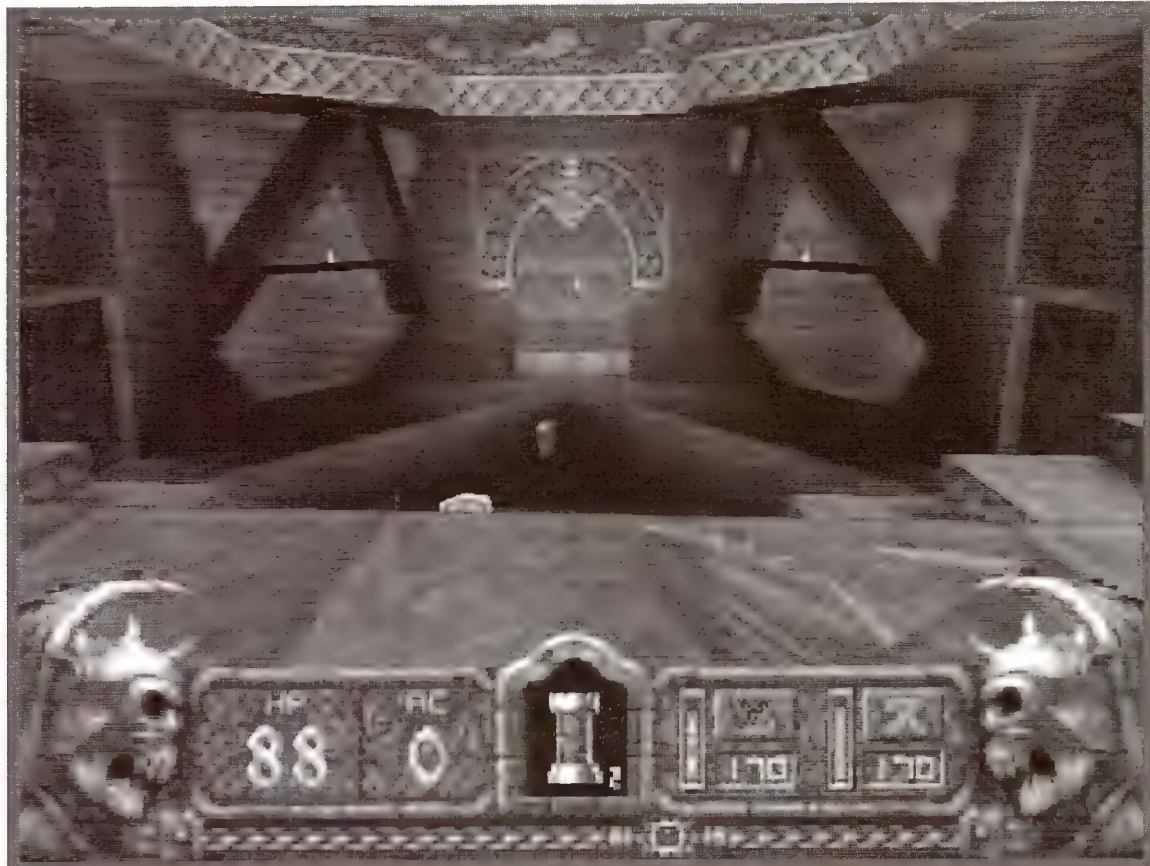


FIGURE 10.10: Solve the puzzles through the side doors before you try the middle one.

Wizard. You'll need some serious firepower to eliminate him. Return back out to the ledge and walk in the other doorway. Go up the stairs and you'll reach an area that sits above the swinging axe area. Punch the button and you'll receive a message that there's one more to go. Jump back down to the ground level and run back to the main area. This time, explore the room on the right (as you first entered the area).

You'll find plenty of Archer Lords and a Skull Wizard to keep you busy for a few minutes. Clear the area, then walk up the long set of stairs to the button. Push it to open two doors on the middle ledge. You'll find three areas. The first is another Shadow Wizard's den. After another tough battle, walk up to the pedestal and receive your second stone.



Chapter 10 Hall of Heroes Hub



**YOU POSSESS THE
SHADOWSTONE**

Now find the stairs that take you to a lookout to the swinging axe room. Press the button and receive the message that the sequence is complete. Look down and you'll see that the walls have expanded in the swinging axe room. Next, find the secret area of the Temple. When you enter, you'll see a special message.



**YOUR PERSEVERANCE IS NOW
REWARDED**

This is the area that you saw visions of every time you found a secret area in the Hub. If there are some empty pedestals, it means that you missed a hidden area. Oh, well, beggars can't be choosers. Grab your goodies and return to the main area of the temple.

Now you're ready to go to the middle room and get the party started. Walk in and you'll discover that it's much easier to grab the artifacts with more room on either side of the swinging axes. After you've collected everything, find the staircase in the back of the room. Walk up to another Shadow Wizard's den. This time there are a couple of Archer Lords to contend with as well. Clear the area and collect the third stone.



**YOU HAVE ACQUIRED THE
VOIDSTONE**

Pick up all of the items in the room and find the last room in the area. Dispatch the Shadow Wizard and Archer Lords, then place the three stones around the platform. Once all three stones are in place, the platform opens up to reveal a pit (Figure 10.11). Jump in if you're feeling lucky.

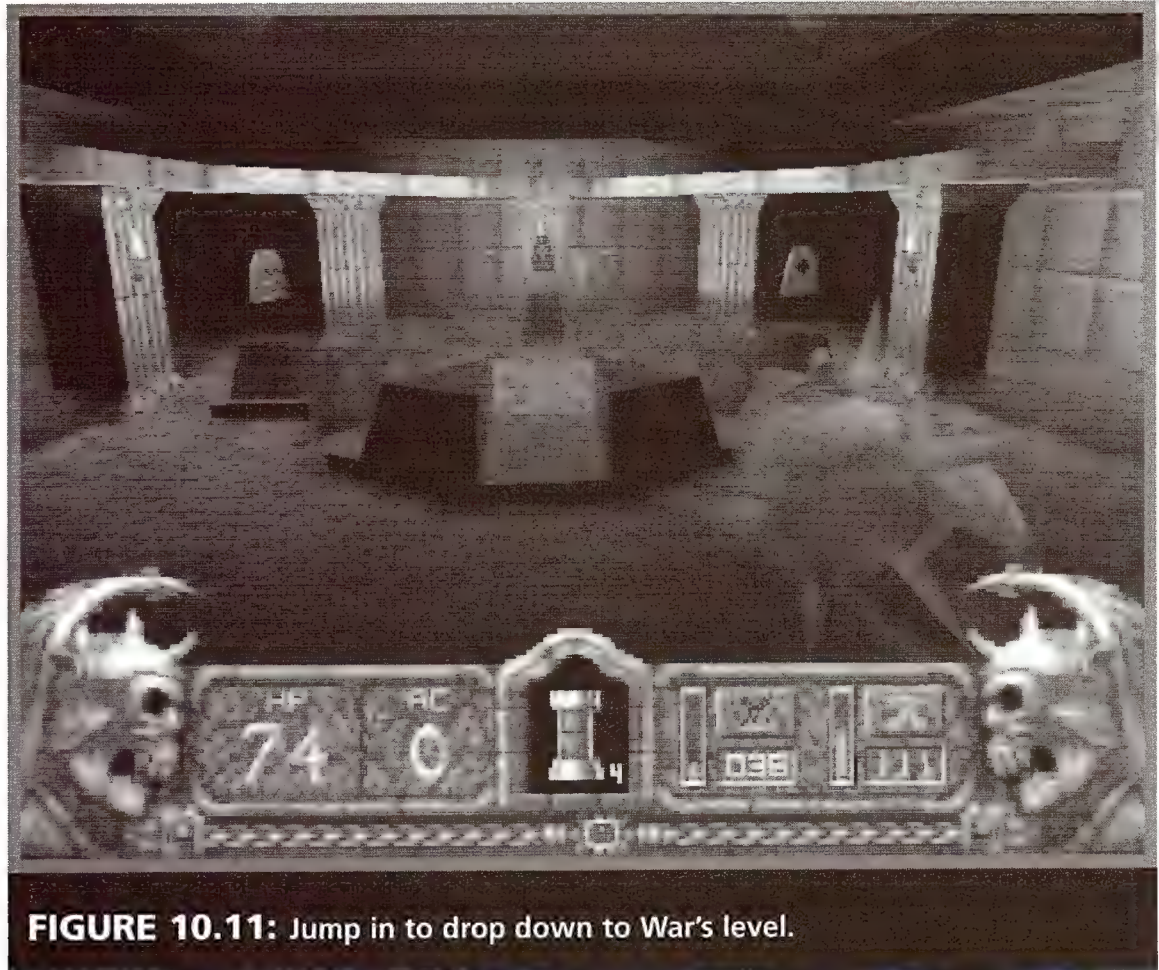
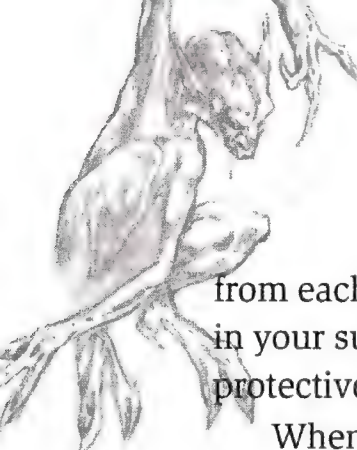


FIGURE 10.11: Jump in to drop down to War's level.

FACING WAR

War has a vicious attack. He can toss his axes at you from any distance, from any angle, and home right in on you every time. Disc of Repulsion artifacts work to knock his axes back in War's face, but you'll run out of Disc before you even make a dent in his gargantuan 6000 HP.

Your best strategy is to pop an Icon of the Defender or two and concentrate on blasting him with everything you've got. You probably haven't really needed the Icon up to now, but this battle is too tough not to. In order to get the most out of the Icon, make sure you have some of your artifacts like Krater of Might and the Tome of Power linked to keys on the keyboard. Do you definitely want to get your full 30 seconds worth



Chapter 10 Hall of Heroes Hub

from each Icon of the Defender? Then get as close as you can to him, plug in your super weapon, and keep pummeling War while you're under the protective care of an Icon.

When you're not invincible, keep running to outdistance War's attacks. It might feel fruitless at times, but you really can stay ahead of his rain of axes if you try.

HEALTH POINTS

6000

ATTACK DAMAGE

Axes	20-30 each
Red axes	60-80 each



FIGURE 10.12: War lives up to his name. He's mean and lean!



ONCE AGAIN YOU ARE VICTORIOUS, AND ONCE AGAIN YOU ARE MAGICALLY TELEPORTED TO ANOTHER REALM. STILL, SOMETHING IS NOT RIGHT—YOU HAVE A FEELING OF DEJA VU. WHAT SORT OF VILE TRICKERY IS THIS? YOU HAVE RETURNED TO THE LAND OF BLACKMARSH, WHERE YOU FIRST BEGAN THIS HEROIC ADVENTURE. THIS ENTIRE TIME, WHILE YOU HUNTED DOWN AND DESTROYED THE DARK GENERALS, YOU WERE WITHIN LEAGUES OF THE DARKEST HEART EVER TO STALK HUMANITY. WITH A RENEWED VIGOR, YOU BEGIN WHAT MIGHT BE THE HARDEST TEST OF YOUR LIFE. BUT THE QUESTION REMAINS, CAN EIDOLON BE DEFEATED IN HIS LAIR? THERE IS ONLY ONE WAY TO FIND OUT, AND KNOWING THIS YOU BEGIN THE LAST PART OF YOUR ADVENTURE.



CHAPTER ELEVEN

CATHEDRAL HUB



Eidolon's four Generals are nothing but compost now, thanks to you. Don't gloat, though, because Eidolon still breathes the same air as you. To rectify this situation, return to where you started this quest, in the medieval continent of Blackmarsh. This time, Eidolon's servants are fiercer and the hazards greater. You'll face Archer Lords, Shadow Wizards, Bronze Golems, and the fleeting Fallen Angel.



Not only are the beasts more brutal, but so is the environment. There are dozens of places where any miscalculation or misstep on your part could be your last. However, a quick death is better than the roasting Eidolon will give you. He makes his four Generals look like choir boys. I'd wish you luck on your quest through the Cathedral Hub; but you don't need luck—you need a prayer.



There's one and only one overall goal of this Hub, to win the Soul Key so you can enter Eidolon's Realm and give him some grief. Here's a list of the major events you need to accomplish before that becomes reality:

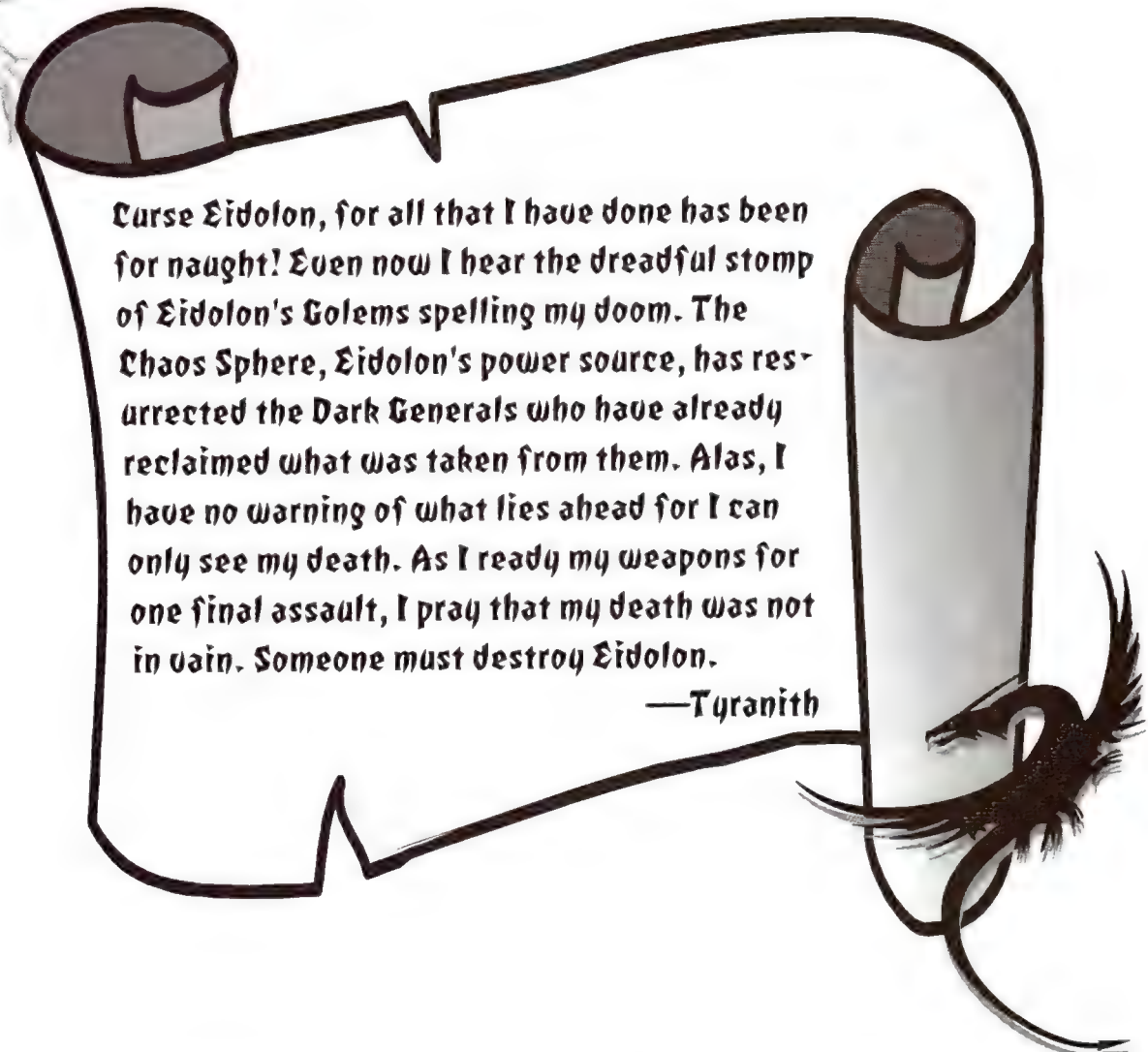
-  Find the sheet music to play on the organ to open the new area.
-  Capture the Defiled Holy Relic, convert it to the Holy Cross and use the Holy Cross on the Crypt to enter the Underhalls.
-  Find the Gold Sphere, use it to activate the teleport to find Mage's Tome, and use the Tome to access Eidolon's Ordeal. Play the life-or-death game to win the Soul Key.

You enter the continent of Blackmarsh with many choices in front of you. There's a staircase that goes up to the organ room, a corridor that leads down to a cellar, a teleport that connects you to the main Cathedral, and a Portal Gate to the Tower of the Dark Mage. This is one busy intersection. There's also a note on the wall that looks like it's from Tyranith. Let's see if he has some promising news.





Chapter 11 Cathedral Hub



Curse Eidolon, for all that I have done has been for naught! Even now I hear the dreadful stomp of Eidolon's Golems spelling my doom. The Chaos Sphere, Eidolon's power source, has resurrected the Dark Generals who have already reclaimed what was taken from them. Alas, I have no warning of what lies ahead for I can only see my death. As I ready my weapons for one final assault, I pray that my death was not in vain. Someone must destroy Eidolon.

—Tyranith

That's definitely bad news. Guess it's all up to you now. Start by taking the stairs up to the organ room. A Fallen Angel and Bronze Golem must be dealt with. Walk up to the organ.



**YOU NEED SOME MUSIC BEFORE
YOU CAN PLAY THE ORGAN**

That's your first item to search for. Break the stained-glass along the side wall to discover a courtyard on the other side. Walk in to the

Tower of the Dark Mage



courtyard and put the Bronze Golem out of its misery. There's a door there, but it's locked. Head back to the busy intersection, and step inside the Portal to the Tower of the Dark Mage.

TOWER OF THE DARK MAGE

There are two ways to go: To the left takes you to the Mage's sleeping quarters and laboratory, and to the right takes you to his library. For now, go left and walk down until you reach the wooden spiral staircase. First, pick off a couple of Knight Archers, then walk up the stairs to the first door. Walk into the tunnel and you'll reach a courtyard with four Archer Lords and a few Spiders. Once the area is clear, go up the ramps until you reach a room with a lion tapestry on the wall. Walk up to the table to get a closer look.



**TWO GOLDEN LIONS ARE ALL
THAT STAND BETWEEN YOU
AND THE DARK MAGE**



Shoot the tapestry to expose a secret area with lots of Spiders inside. Climb up to a dark cobweb-filled tunnel. Walk to the end of the tunnel and you'll reach an elevator. Take the elevator up, open the door, and enter Mage's laboratory. A Shadow Wizard appears to protect his turf. Once he's gone, walk up to the sheet of paper floating above the desk. Grab it.



**YOU HAVE ACQUIRED THE
SHEET MUSIC**



That wasn't too hard. Walk behind the Mage's desk and check out some of his work.



Chapter 11 Cathedral Hub



**MY RESEARCH SHOWS GOLD TO
BE THE BEST CONDUCTOR**



That's interesting, but what relevance does it have? Explore the area behind the desk. You'll need to crouch down under the grating to get back there. Walk up to the two metal poles sticking up.



THE CIRCUIT IS NOT COMPLETE



Hmm, this may have something to do with the Mage's research. It's time to head back to the organ room to see what kind of music it is you collected. Trace your steps back to the Portal and return to the Cathedral Hub.

BACK TO THE CATHEDRAL

Back at the busy intersection, walk up the stairs again to the organ room. Approach the organ, but this time you get a different response—music.

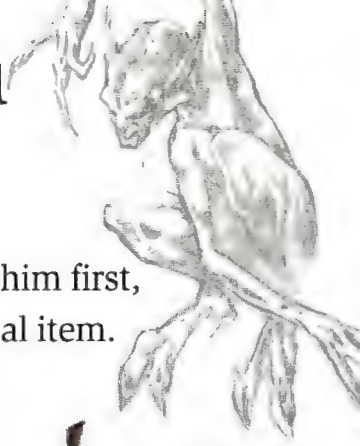


THE MUSIC IS BEAUTIFUL!



The gate in the courtyard just outside the stained-glass wall is now open. Go outside and into the new area. Walk around and up to have four tenacious Archer Lords wait for you in the area. Take them out, explore a bit, then jump down into the bell pit. Three Archer Lords have you in their sights. Dispatch them and spot Tyranith's corpse down there—what a way to go! Next jump in the teleport and find yourself on a balcony in the main

Back to the Cathedral



Cathedral. There's an Archer Lord on the balcony with you. Kill him first, then pick off the beasts below. Grab the goods, including a special item.



**YOU POSSESS THE DEFILED
HOLY RELIC**



Jump down to the main floor and walk up to the crypt.



**THE ALTAR HAS BEEN
DESECRATED**



Bummer. Wonder what you can do to fix it? Check out the area, including the alcoves behind the stained glass. When you're done exploring, jump in the teleport in the back...and you'll exit the transporter at the busy intersection.

Now let's head down the corridor, past the barred room, to the cellar. Squish the Knight Archer and the many Spiders. Start breaking open some of the chests and barrels to discover goodies. You'll notice a small opening in the back corner of the area. Crouch down and drop down into a water system.

There's a crypt down there, push the emblem on the crypt and a secret passage will open up in one of the tomb alcoves, as shown in Figure 11.1.

Go in the secret area, and you'll eventually make your way to a teleporter. Jump in and you're transported to a secret area in the Cathedral. When you walk by the fountain, a message appears.



**YOU SEE A FONT OF HOLY
WATER IN FRONT OF YOU**



Walk closer to the fountain and put the Defiled Holy Relic in your inventory to good use.

Chapter 11 Cathedral Hub

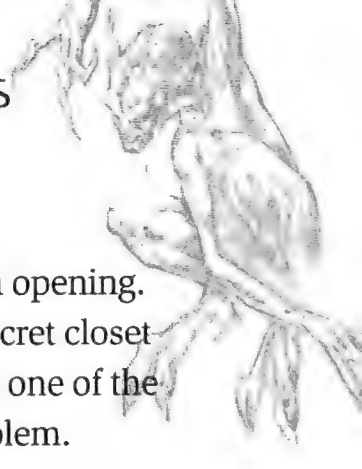


FIGURE 11.1: Push the button on the crypt, then jump into the secret area behind it.

**YOU HAVE RESTORED THE
BLESSING**

**YOU HAVE ACQUIRED THE
HOLY CROSS**

Perhaps the Holy Cross will have an effect on the desecrated crypt in the main Cathedral. Go out the door into the corridor and walk back to the busy intersection. Now jump in the teleport to return to the main Cathedral.



Walk up to the desecrated alter, which slides back to reveal an opening. Jump down to a room with a giant wheel in the floor. There's a secret closet with some great artifacts behind a sliding panel door. Jump down one of the openings in the wheel and you'll be face-to-face with a Bronze Golem.

Walk through the water system until you come to a Portal to the Underhalls. Go in—what do you have to lose besides your life?

THE UNDERHALLS

At the three-way intersection, take a left and you'll end up in front of a room with some curious metal pistons (Figure 11.2). Do not enter if you value your life—it's a trap. Instead, shoot the button on the far wall and the floor will break apart to open a new pathway.

Skip the trap and take a right at the intersection, wind through the tunnel, and jump into the sewer system. Notice the large gated aqueduct on one end of the room—that's a secret way to a Portal Gate. Wade through the sewer until you reach a room with four aqueducts and a valve on the wall. Turn the valve, and one of the four ducts will open. Jump in and you'll drop to an even lower part of the sewer system. You'll find another valve in this room. Turn it to unlock the first aqueduct you saw in the Underhalls. Continue along the sewer, take the ramp up, and face a lava pit. Climb the stairs along the wall of the pit. Once you reach the top, continue along until you reach a room with a brown pedestal in the center. Go up to it.



YOU NEED THE MAGE'S TOME



This one's easy. Where would one find a Mage's tome? In the Mage's tower, of course. Walk through the doorway on the opposite side from where you entered, and you'll come to a dead-end. Hit the ring and chain on the side wall to open a hidden panel. Walk through the tunnel until you reach the three-way intersection where you started.

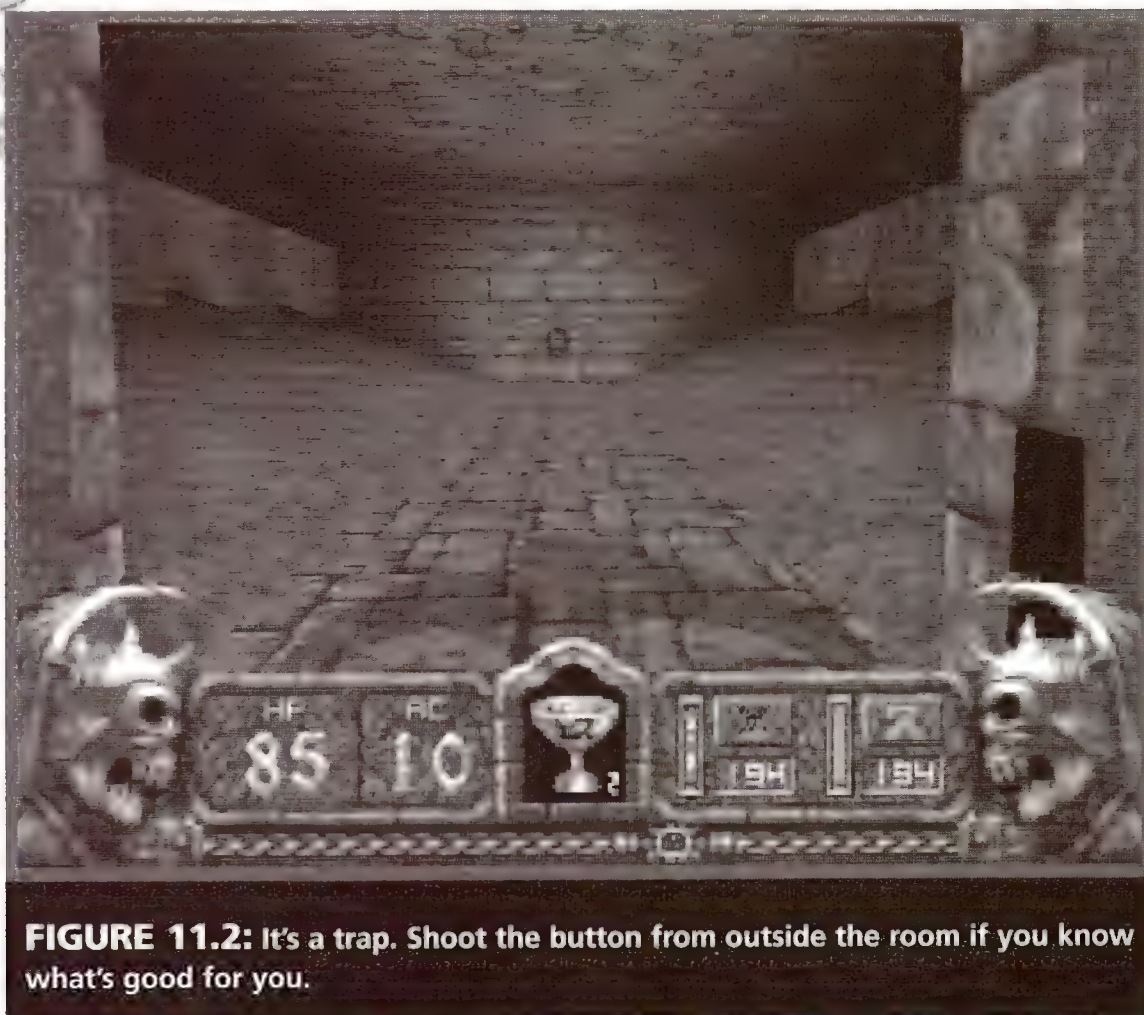


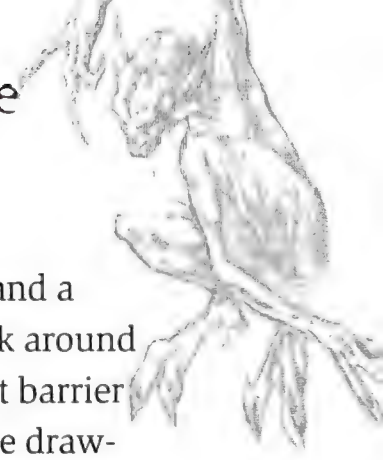
FIGURE 11.2: It's a trap. Shoot the button from outside the room if you know what's good for you.

Take the right pathway again, and jump into the open aqueduct to reach a Portal Gate to the Tower of the Dark Mage. Enter...you need to find the Mage's Tome.

BACK TO THE TOWER OF THE DARK MAGE

You enter this level through a hidden gate that leads to the wooden spiral staircase. Take the stairs up to the top door and you'll find that you have

Back to the Tower of the Dark Mage



access to a new area. Walk up to the a chasm. There's an Imp and a Knight Archer to eliminate on the other side of the chasm. Look around and you'll see a boarded-up room; break through the makeshift barrier and find the wench to the drawbridge. Shoot the wench and the drawbridge comes out for a couple of seconds. Hurry across, go up the ramp, and find a couple of new rooms. When you get to the Mage's sleeping quarters, you're in for a surprise. There you'll find a Shadow Wizard you'll need to eliminate. You'll also find a wizard emblem with bright red eyes and nostrils on the wall. Shoot it to expose a secret area. Climb up and in to grab the item.



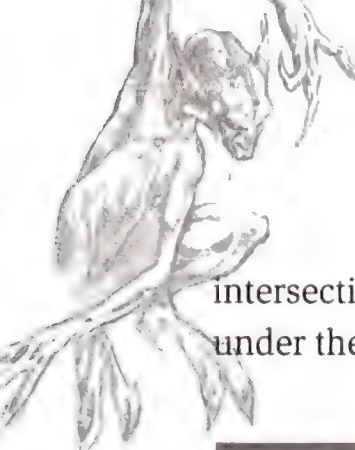
**YOU HAVE ACQUIRED THE
GOLD SPHERE**

Time to head back to the Wizard's laboratory. Head back out to the wooden spiral staircase, down to the first door. When you get to the laboratory, find the area behind the desk again, and walk up to the two metallic poles. The Gold Sphere fits nicely between the poles, and the teleport in front of the desk is in working order. Jump on the teleporter and you end up in a little courtyard. A Bronze Golem appears. Kill him and a door opens up to another courtyard with a giant statue, as shown in Figure 11.3. There looks to be a lot of goodies up on the high ledges. Doesn't the base of the statue look a little strange? Try shooting the dark area of the statue's base. The whole statue comes tumbling down. Go grab the Ring of Flight and fly around to pick up all of the objects high above. Don't forget to catch the item on the tiny ledge that was behind the statue.



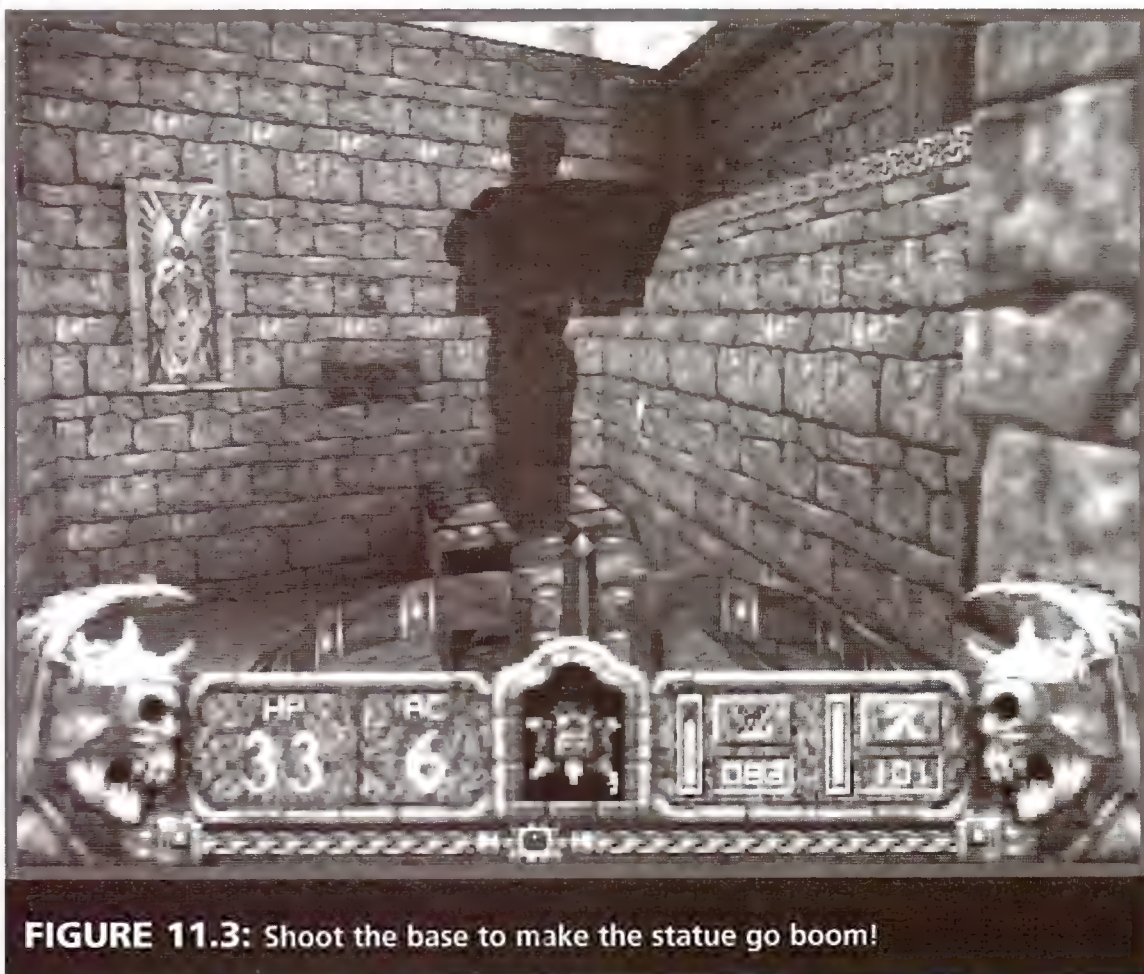
**YOU POSSESS THE
MAGE'S TOME**

That's a good find. Now head back to the Underhalls to see what it does. Head for the Portal to the Cathedral. Once you're back in the busy



Chapter 11 Cathedral Hub

intersection, take the teleport to the main Cathedral, climb down the area under the crypt, and finally work your way back to the Portal Gate.



BACK TO THE UNDERHALLS

Return back to the pedestal and place the Mage's Tome. For your reward, you now have access to a new Portal to Eidolon's Ordeal. Go in.



EIDOLON'S ORDEAL

As you enter this area, there's another Portal Gate in front of you. Walk up to it.



YOU NEED THE SOUL KEY TO
ENTER THE REALM OF EIDOLON



You're getting close; can you feel it? Walk into the next area and read the two signs.



EIDOLON CONTROLS THE
CHAOS SPHERE AND WITH
IT, THE POWER OF LIFE
AND DEATH



ONLY THOSE WHO PASS THE
ORDEAL SHALL GAIN AN
AUDIENCE WITH EIDOLON



There's one more puzzle you must solve before you reach Eidolon... and it's appropriately called Eidolon's Ordeal. You must activate nine switches in order to capture the Soul Key. It will not be easy, though. It involves fine balancing, tricky jumps, and some good ol' logic. You might want to turn the Run Always mode to Off if you have consistent problems with jumping. Also, remember to look down at your feet if you're not sure about your footing. And lastly, have a Chaos Device handy just in case you fall into a bed of lava. Go for it.

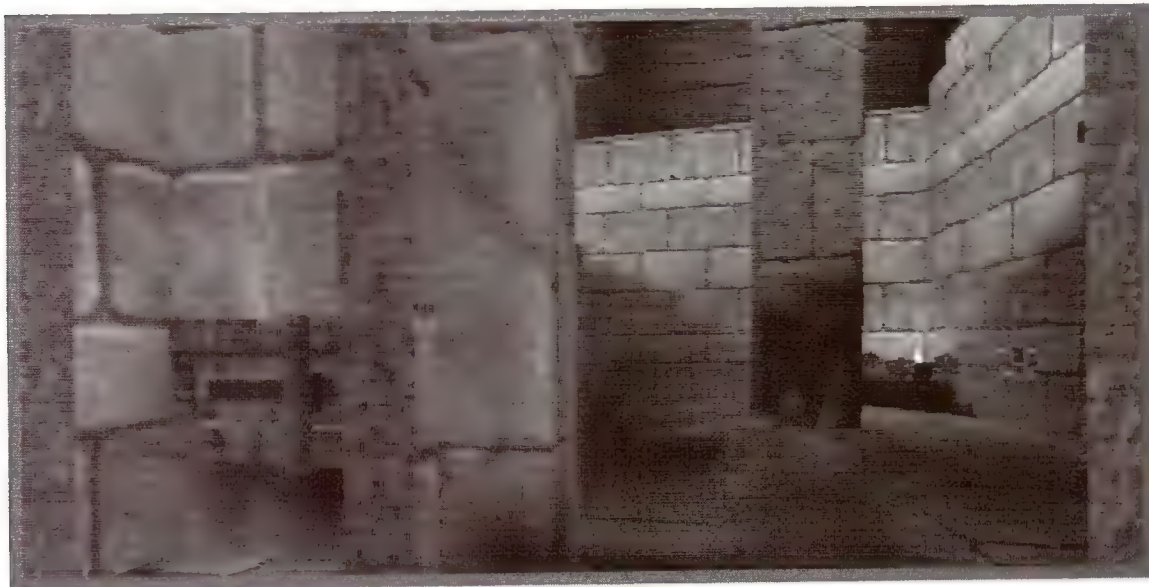
The **First Switch** is up on a ledge that you'll find after you walk through the bridge. Take the stairs up to the switch. It opens two panels

Chapter 11 Cathedral Hub

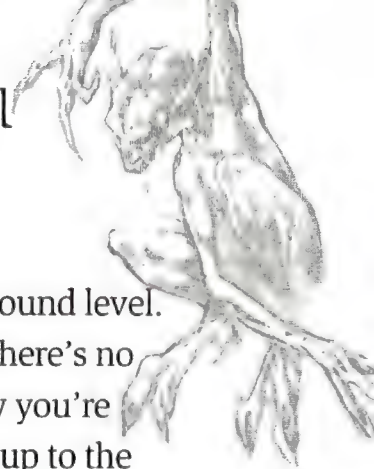
below and exposes the second switch. Climb down the stairs and find the newly exposed areas.



The **Second Switch** is in one of the newly exposed alcoves below the first switch. The second switch moves a panel and gives you access to a small ledge that you can now reach. Climb up the stairs again to the first switch, but instead take the stairs up a short ways. See that ledge on the left-hand wall, jump on it and go through the tunnel until you see the third switch.



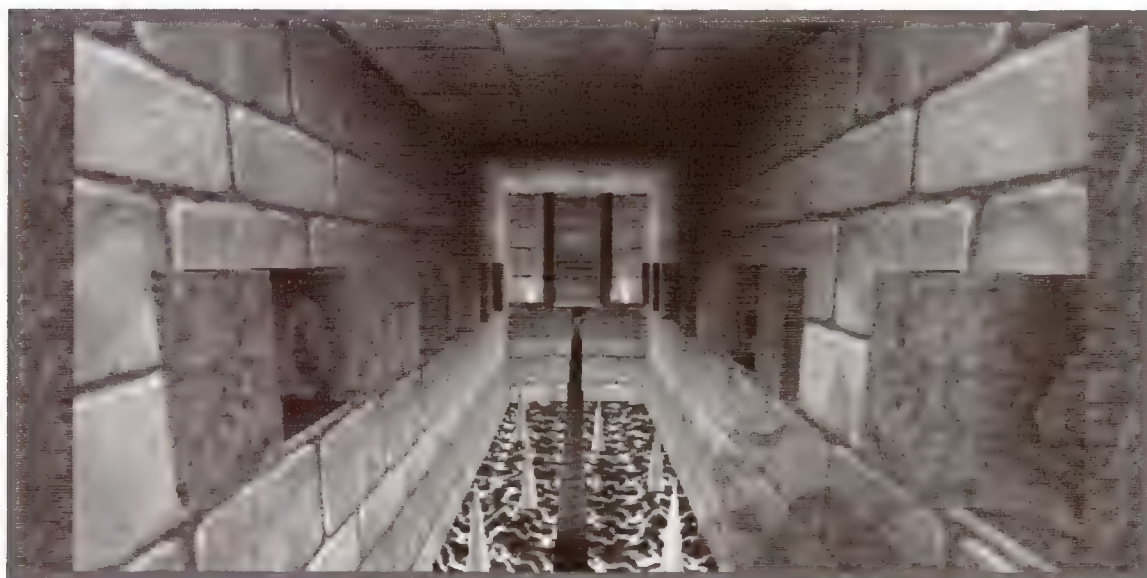
Eidolon's Ordeal

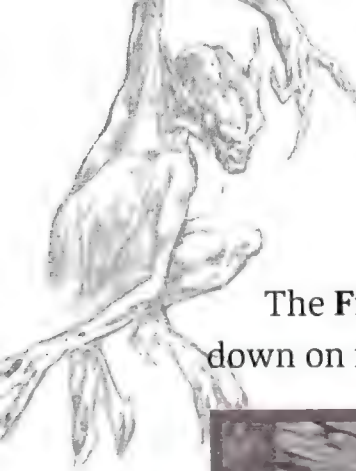


The **Third Switch** lowers the platform you're standing on to ground level. Take the stairs and follow them all the way to the top. It looks like there's no where to go, but look down and you'll see a ledge to jump on. Now you're back where you were. Jump on the two columns by the door, then up to the ledge on the far wall. It's easier than it looks. The ledge takes you to a lava pit.



The **Fourth Switch** is on the other side of the balance beam. Run over and activate it. Now return to the ledge and jump in the doorway on your left. Walk upstairs to a room with the next switch.



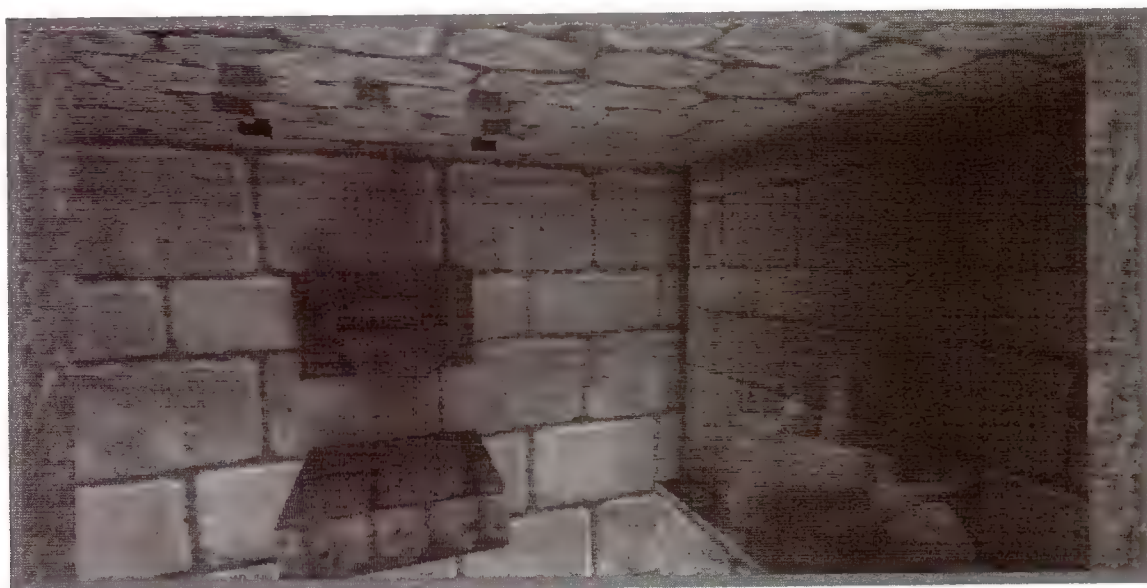


Chapter 11 Cathedral Hub

The **Fifth Switch** lowers the column that was in the room. Jump down on it and you'll see the next switch.



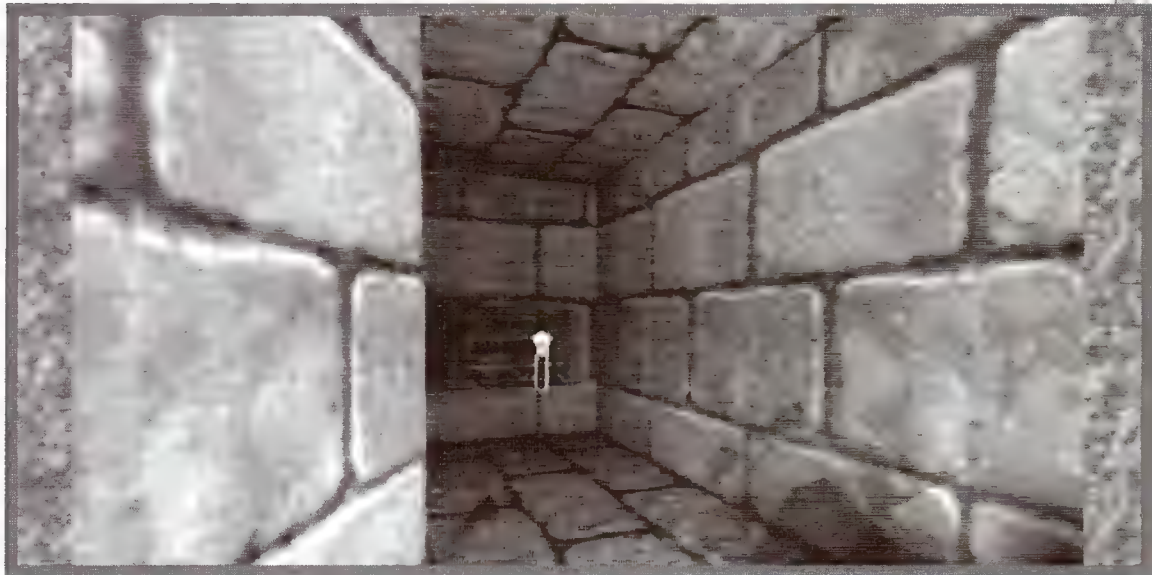
The **Sixth Switch** is an easy jump from the top of the column. Hit it and jump all the way down to the ground. Leave the area, cross the bridge, and go into a new area with a lava pool.



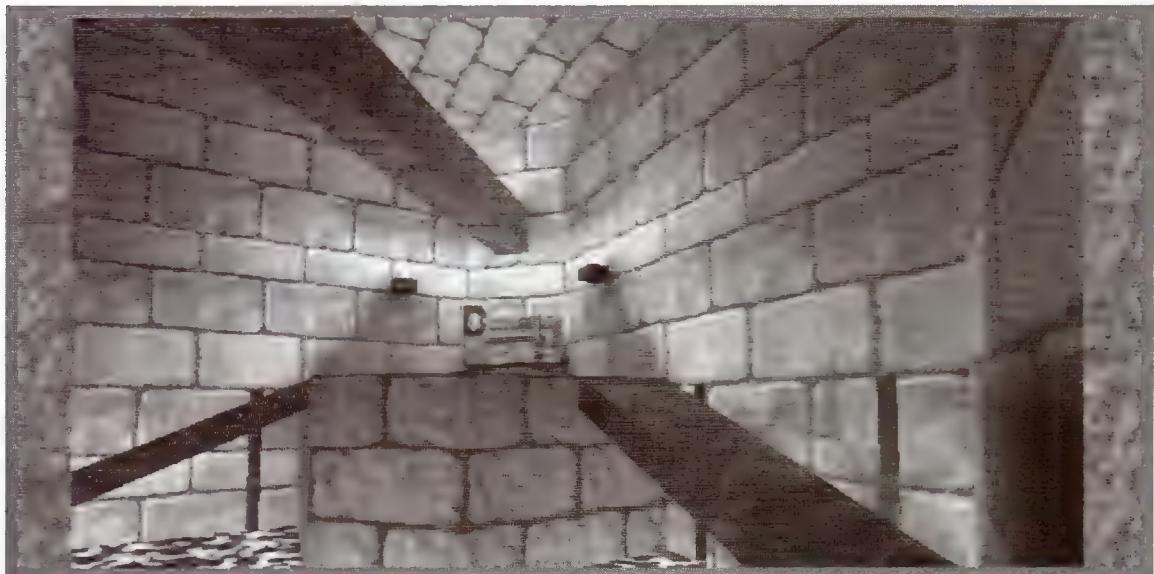
You can see a switch on the far wall, but that's not the one you're after yet. Go halfway up the stairs and look at the ledge below. It's a tough jump, so have a Chaos Device ready just in case.

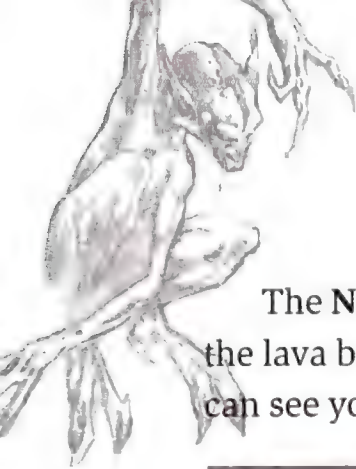
Eidolon's Ordeal

The **Seventh Switch** raises two ramps that makes getting the next switch a snap. Walk to the switch on the far wall.



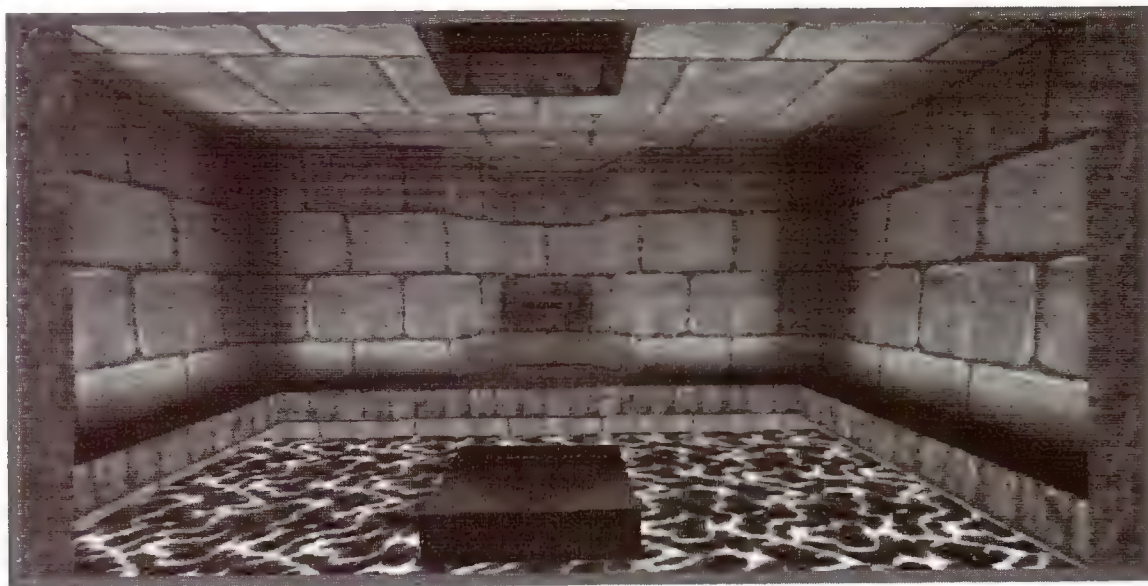
The **Eighth Switch** opens up a gate above the stairs in this area. Walk over to the stairs and go up, through a door, up to an area with more lava. Don't try jumping, just walk around the ledge on the perimeter of the room to reach the next switch.





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The **Ninth Switch** activates a fast moving elevator in the middle of the lava bed. You need to time it just right. Once you are up there, you can see your prize.



Now jump onto the column and claim your prize.





**YOU HAVE ACQUIRED THE
SOUL KEY**



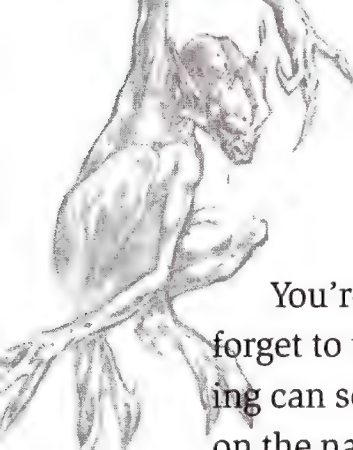
Awesome work! Take your hard-earned Soul Key back out to the hallway with the two Portal Doors. Step inside the Eidolon Portal. Are you ready to rumble?

FACING EIDOLON

You arrive in a well-stocked anteroom before you have to enter Eidolon's lair. Grab everything you see. Take some time to check out your inventory of artifacts. Make sure you know what artifacts are bound to what keys, make sure that you're in Run Always mode (in the Options Menu), and say a little prayer just for grins...it certainly can't hurt.

Eidolon appears in two forms during the battle. His first and smaller form is a formidable foe, but once he's almost done for, a Chaos Sphere appears in the middle of the field that feeds Eidolon with life-preserving energy. In fact, it's so much energy that Eidolon grows to almost double in size, as shown in Figure 11.4. The Chaos Sphere does not stop feeding Eidolon when he's in his full state, however. Any damage you administer on the large Eidolon will be healed by the Chaos Sphere. So you must first pound the Sphere into the ground to stop the unlimited energy source for Eidolon. In other words, while the Chaos Sphere is still working, Eidolon is nearly invincible. Those are bad odds, my friend.

The primary strategy for fighting, of course, is to pop your Icon of the Defender artifacts while you bombard Eidolon with fire. Keep the Krater of Might and Tome of Power artifacts handy while you're invincible. You don't want to spend 10 seconds fumbling through your inventory for an artifact while the Icon is running.

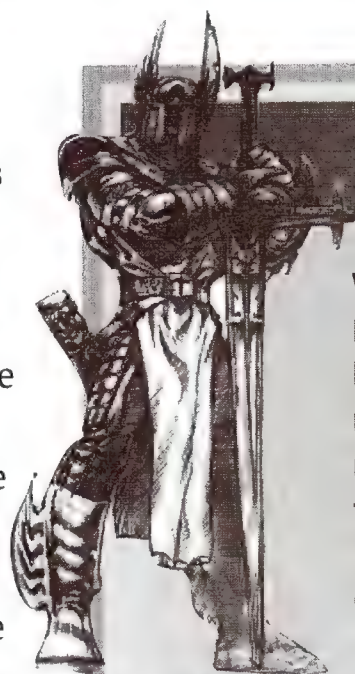


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You're going to need all of the fire power at your disposal. Don't forget to use your Glyph of the Ancient artifacts. The Stone of Summoning can serve two purposes, as well. First, it's another vehicle of attack on the nasty boss. But more importantly, the Imp often will keep Eidolon preoccupied for a few seconds or more, giving you time to attack without return fire in your face. Try to launch the Imp behind Eidolon (not between the two of you) when you and Eidolon are face to face to get the most out of your Stone of Summoning artifact.

Use Disc of Repulsion artifacts to blow Eidolon's attacks back in his face. With his fireball attack, not all of the attack may be deflected; you should still strafe to avoid any direct or radius damage from the blow just in case. Still, reflecting back Eidolon's fireballs is a powerful counter-

attack measure that returns between 150 and 200 HP of damage to Eidolon.



TIP

When the first visage of Eidolon is defeated and collapses, he can't attack anymore. Don't waste precious mana by continuing to attack the defeated small form of Eidolon. The battle is not even half complete, yet!

HEALTH POINTS

Small visage	3000 + 1000 per difficulty level
Large visage	4000 + 2000 per difficulty level
Chaos Sphere	2000

Facing Eidolon



ATTACK DAMAGE

Magic Missiles	30-40 each
Flame puffs	30 each, shoots up to 30 per sec.
Fireballs	direct hit 150-200, radius 120-160

Use the Chaos Device to teleport back to the anteroom at any time during the confrontation with Eidolon. You may have left a few Healing Vials or other items in there, but the real value of this artifact, though, is to escape in case you get cornered or your HP fall precipitously low. If you've got a good supply of Chaos Device artifacts, you can use it just before Eidolon's attacks reach you. Thus you can pummel him while he's

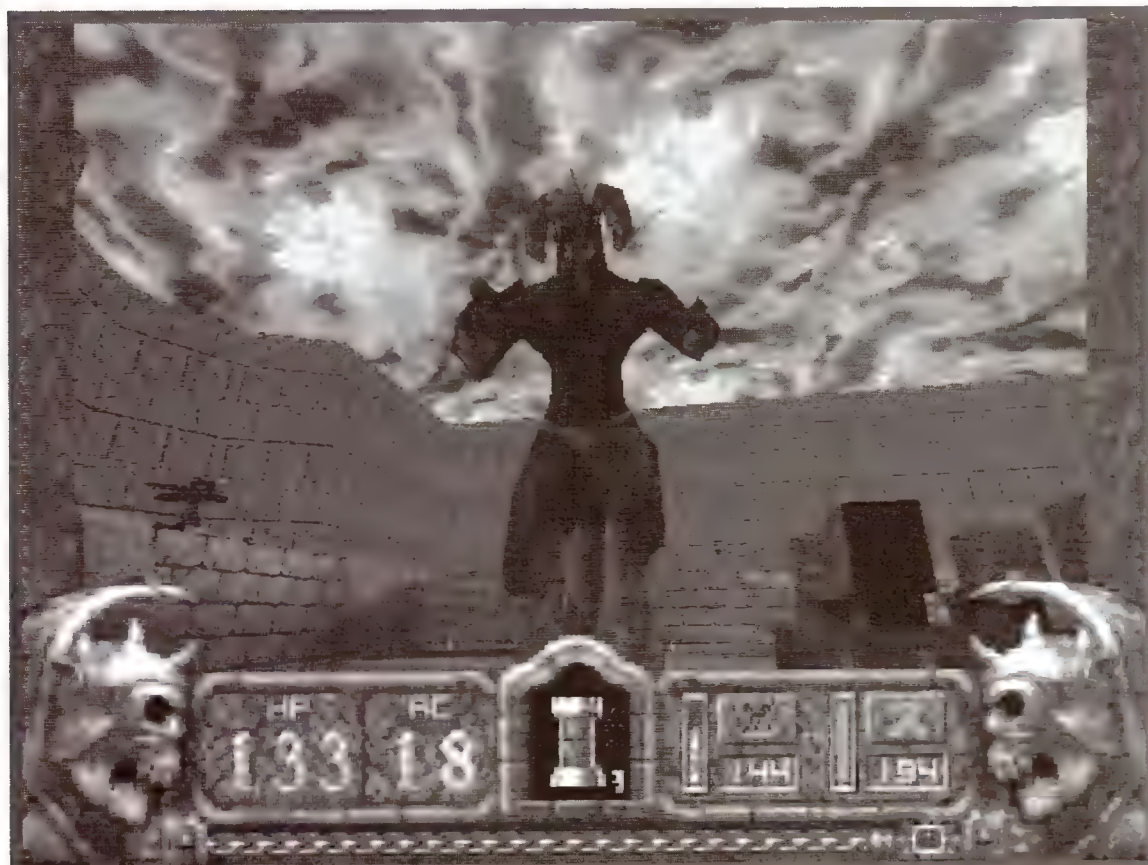


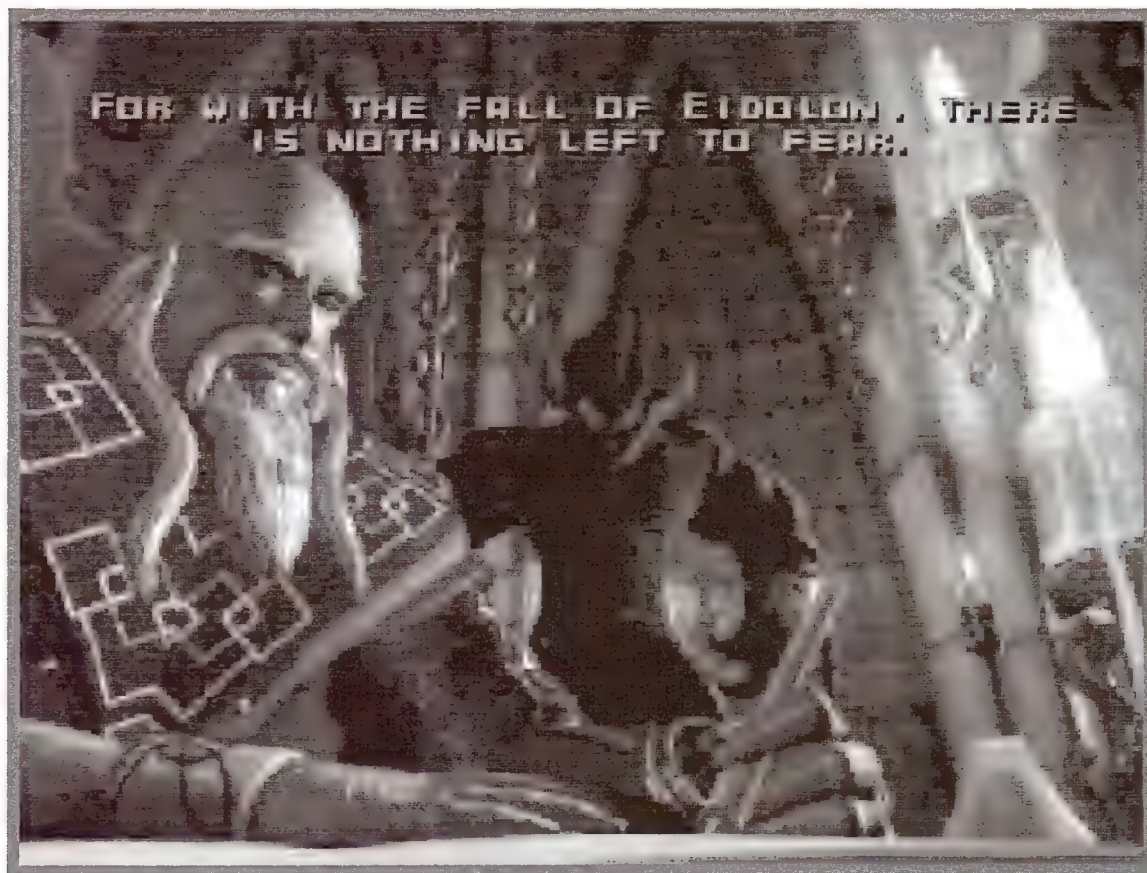
FIGURE 11.4: Eidolon is one tough mother!

Chapter 11 Cathedral Hub

gathering energy for his attack, then leave just as he delivers it. Always leave a couple in inventory though, for dire emergencies.

And finally, blows to the center of his body do more damage than blows to his extremities. Thus, always aim for his torso for best results.

It's a tough battle and takes all of your concentration to monitor Health, Mana, and inventory levels. But with the judicious use of your entire arsenal—weapons, artifacts, terrain, and tactics—you have a fighting chance to take down Eidolon.



Congratulations, you've rid the universe of the last Serpent Rider of all time...we hope.



**MULTIPLAYER
AND BEYOND**



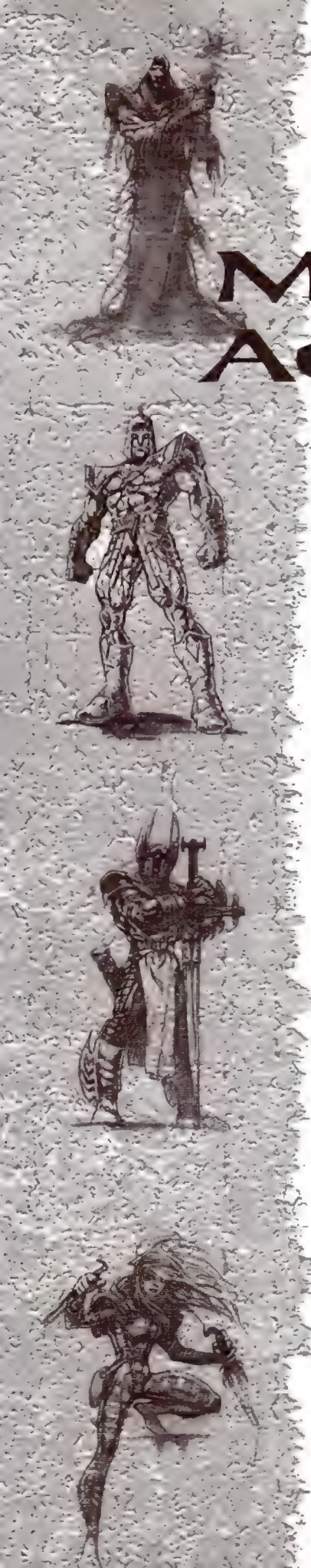
THE EXTRAS

After you've completed the game, you may not have had your fill of the *Hexen II* universe. But there's no need to be disappointed because you still have access to the always-exciting world of mulitplayer gaming. You can find details about each of the five Deathmatch levels as well as tips and tricks for facing off against humans in **Chapter 12, Multiplayer Actions**. **Chapter 13, The Making of Hexen II** is for those gamers who have an interest in the development of a game such as *Hexen II*. You'll discover just what it takes to create a state of the art computer game, and you'll even get to hear directly from the *Hexen II* team at Raven.

Parts 1 & 2 gave you the information you needed to cut through *Hexen II* with a surgeon's precision. You are now an expert in the weaponry and magic of the four characters, and indeed, you even have a solid grip on the enemy's tactics. Now that you've become an expert in the ways of *Hexen II*, you'll probably want that little extra edge—that's what the Console can give you. The Console is a very powerful piece of equipment that requires much study to achieve perfection, and you can get a head start on your learning in the **Appendix, The Hexen II Console**.

This section of the book should help you to tie up any loose ends that were dangling from your computer after playing *Hexen II*—it'll even help you kick some serious butt when you face your friends. Prepare to get mean!





CHAPTER TWELVE

MULTIPLAYER ACTIONS

After playing *Hexen II* to its completion, you'll no doubt feel deeply satisfied. But, if you are a true Hexen aficionado, then maybe there's still something missing despite your heroic accomplishments. That's where the multiplayer aspect of *Hexen II* comes into play. There's nothing better than some good head-to-head action to spice up a game that you've otherwise conquered.

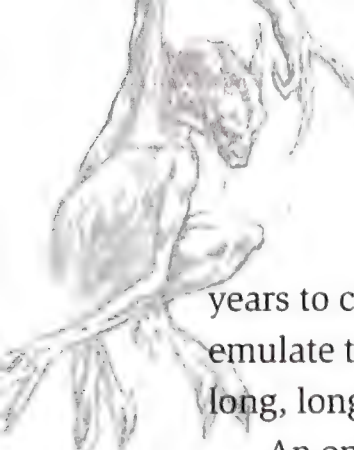
Fortunately for all of us, *Hexen II* (as a sequel) builds on an already great game—not only by using the now-legendary “Quake” engine, but also by making the multiplayer environment exceptionally dynamic and engrossing. Unlike many other first person perspective games, *Hexen II* allows you to choose from each of the four character

classes before heading into multiplayer action. Because every character class has its own advantages coupled with a unique weapon set, the multiplayer games in *Hexen II* tend to have several layers of strategic complexity and are a heck of a lot of fun!

THE HUMAN ELEMENT

Gaming has come a very long way in recent years, with 3D hardware acceleration and processors that are fast enough to make gameplay hyper-realistic. Yep, there's never been a better time for computer gamers, yet many gamers feel that there's something missing. That something is the unique challenge that can be brought to the game by the human brain. It doesn't matter how fast or sophisticated a game's AI is, there's still nothing that can provide the same challenge as a good ol' flesh and blood opponent. Perhaps in the





Chapter 12 Multiplayer Actions

years to come, some of the game developers will find a way to properly emulate the human brain. But judging from today's crop of games, it's a long, long way off.

An opponent's intelligence is not the only measuring stick in a game like *Hexen II*. Indeed, there is an emotional element that can only be exploited (and enjoyed) when you're playing against your friends in a hot and heavy Deathmatch. You can taunt a computer all you want, but it's not going to change its strategy based on your anti-silicon opinions. On the other hand, a human player is susceptible to the emotional trauma that only a best friend can properly inflict. If you're savvy in the ways of intimidation, you can actually turn your foe into a mistake-making bundle of anger with a few carefully placed verbal barbs. There's nothing as fun as a group of friends sitting down around a large table with eight networked machines all set to play *Hexen II* Deathmatch. Let the carnage begin.

THE LEVELS

There are five Deathmatch levels to choose from in *Hexen II*, each with its own distinct personality. This section will reveal some of the nuances of each level, and will provide you with the inside information you need to win consistently.

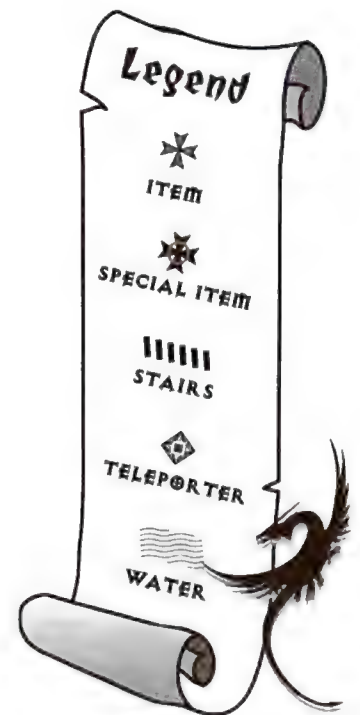
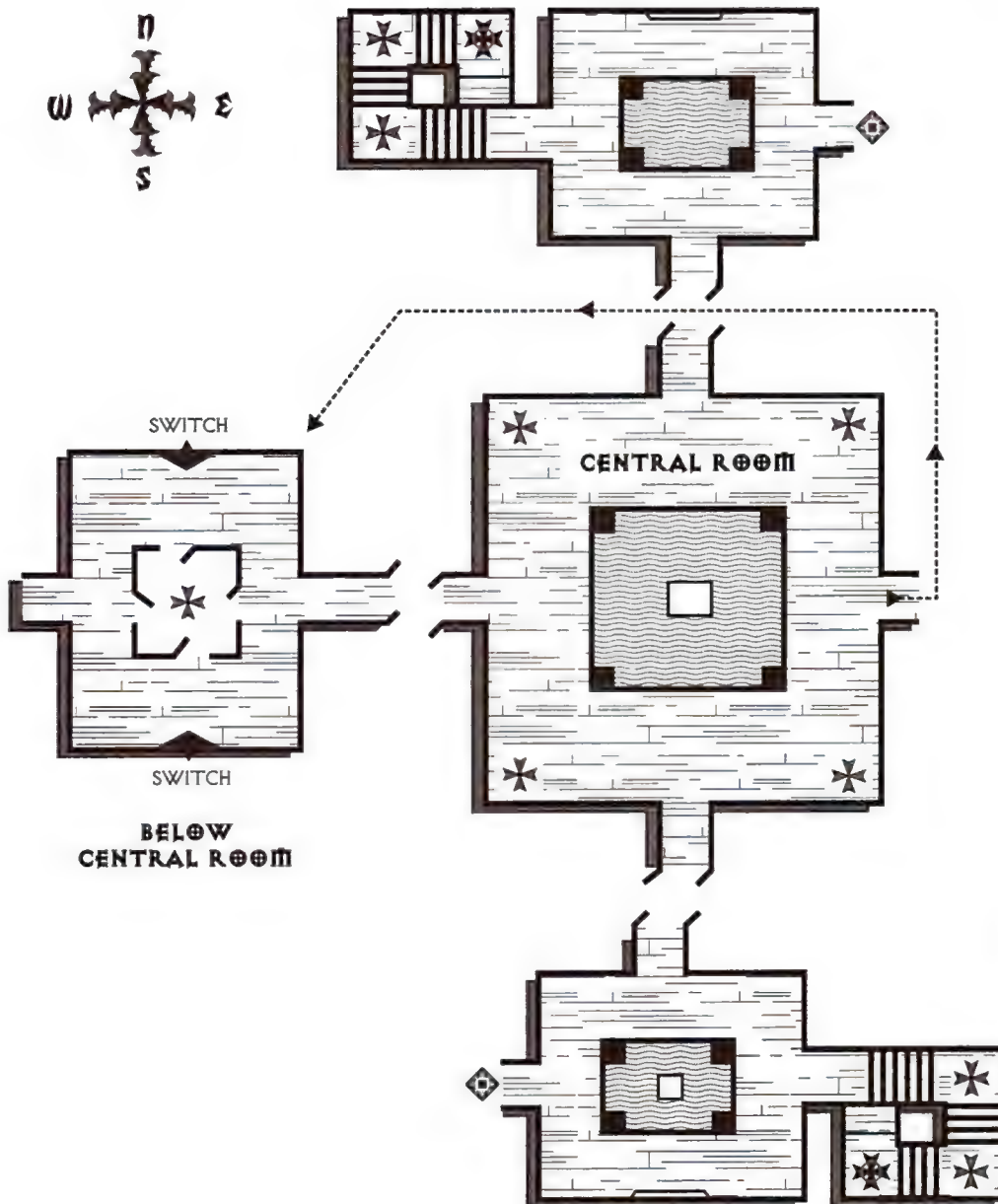
ATRIUM ⊕ IMMO⊕LATION

As you can see from the map, this level revolves around a central room with a shallow pool of water in the center. In each of the four corners of this room you will find such items as the Amulet, a Breastplate, Bracers, and even the Seal of the Ovinomancer. This is also one of three areas where players regenerate after being killed or fragged.

There are four exits from this central room; two of them lead to a twisting underground corridor, which passes underneath this room and



ATRIUM OF IMMOLATION



Chapter 12 Multiplayer Actions

emerges at the door on the opposite side. In the middle of these passages is a small room with a central area closed off by four doors. You can open these doors by quickly hitting the two switches on either side of the room. Once this is done, the doors will open and you can go inside and pick up a more powerful weapon—which weapon it is depends on which character class you are playing (see Figure 12.1). There is one last bonus that you can get from this room. If you time the switches correctly, a trap door will open in the floor of this room and teleport you to the area above the middle of the central room. This will give you the Icon of the Defender.

The two other exits from the central room lead to a pair of identical areas. The only difference between the two is the color of the mural on



FIGURE 12.1: Here's where you'll choose a more powerful weapon.

The Levels

the wall and the contents of their pools. One of them has a pool of water which houses a Tome of Power along with some Healing Vials, and the other holds lava, which cannot be exited once entered. To get out of the lava you must go to the bottom of the pool, open the door (by hitting it), and then fall into a teleportation field. This will take you back to the pool.

Both of these rooms (red/lava and blue/water) have teleporters to the right of their entrances. These teleporters, as shown in Figure 12.2, will take you back to the middle of the central room. The passages to the left, however, are concentric, climbing staircases that end where they began. These areas are critical though, because they house the two artifact pieces (one on each side) of your most powerful weapon. If you want to get the hottest weapon first, make a run for those two areas right away.

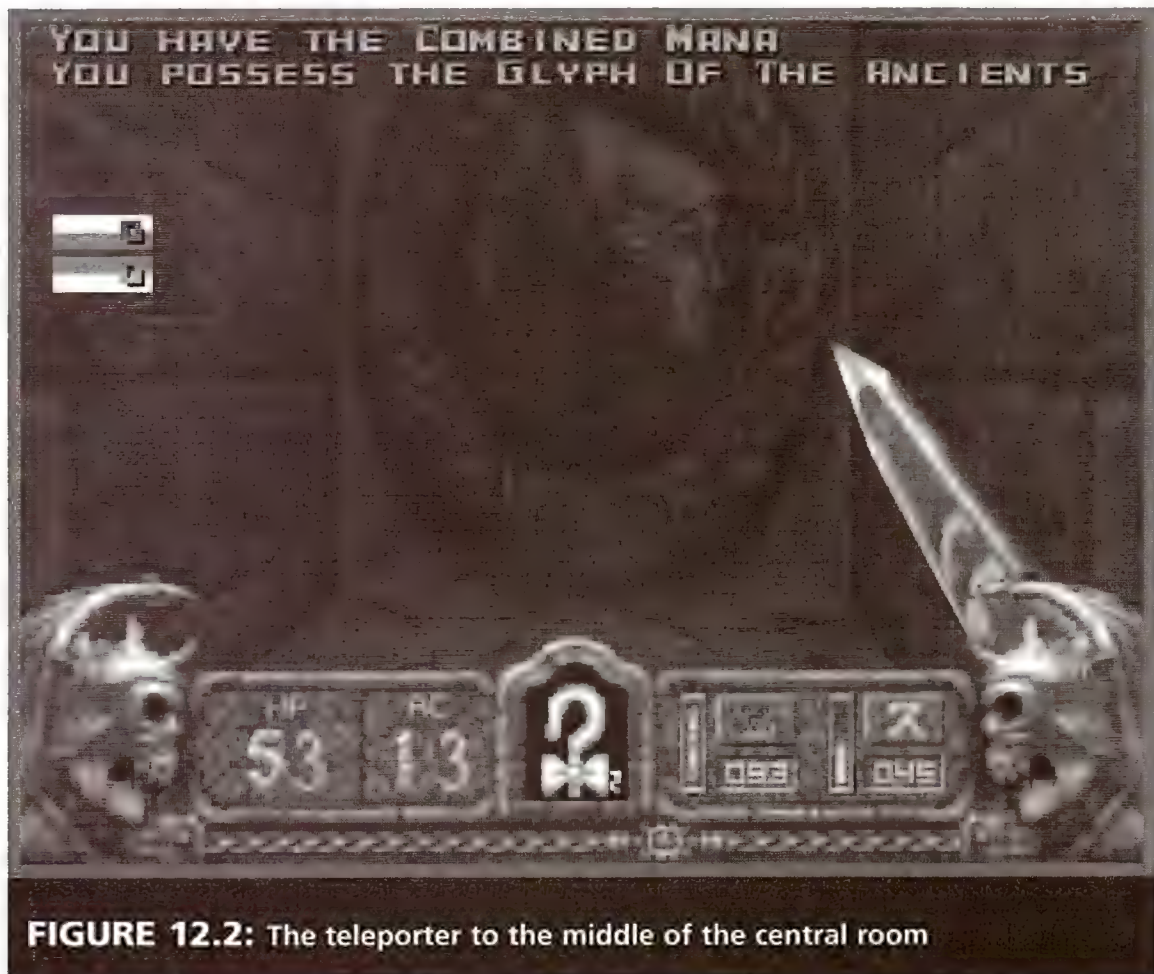


FIGURE 12.2: The teleporter to the middle of the central room

TOTAL CARNAGE

The square room of the Full Deathmatch level has three bridges spanning the room at different heights. There are two ways to get to the top bridge (which houses plenty of mana), an easy way and the long way. The long way follows the stairs all the way up from the bottom, ultimately crossing the other two bridges along the way. On the other side, the short way goes more or less straight to the top, with a couple of teleporters along the way as shown in Figure 12.3. These teleporters take you to the other area of this level, and they are the *only* way to get to the circular area.

The square room allows for some decent ambush opportunities if you know that an enemy needs mana or wants the goodies that line the



FIGURE 12.3: Two more teleporters...

The Levels

bridges on the way up. If they want the items, they must follow the long path to the top—there's no other reasonable way (other than making multiple risky jumps). You can then simply wait at the top (maybe even become invisible) and dish out the punishment when the enemy arrives. Once at the top, you can get down quickly by jumping, but it's difficult to see who could be waiting for you at the bottom (see Figure 12.4).



FIGURE 12.4: What's down there at the bottom?

The teleporters to the circular area are the only pathway across, so don't bother looking around for alternatives. Don't worry; once you're in the circular area, it's not that intricate. Basically there are three levels on the outside walkway: one level on the inside (green) area and two levels in the central area. To get to the underground central area, you can either

Chapter 12 Multiplayer Actions

descend from the outer area staircase or step into the ground level teleporter in the central area. Either way, you'll be able to gain some health and quite a few Glyphs of the Ancients while you're down there.

To get back to the square room, use one of the two teleporters on the upper walkway of the outer area as shown in Figure 12.5. The key to this level is keeping well stocked with the Tome of Power, and using the Summoning Stone to your advantage. If the enemy has two bad guys (you and the creature you summoned) to worry about, your chances of victory dramatically improve. Don't forget to summon, the creature that comes can be a great help.

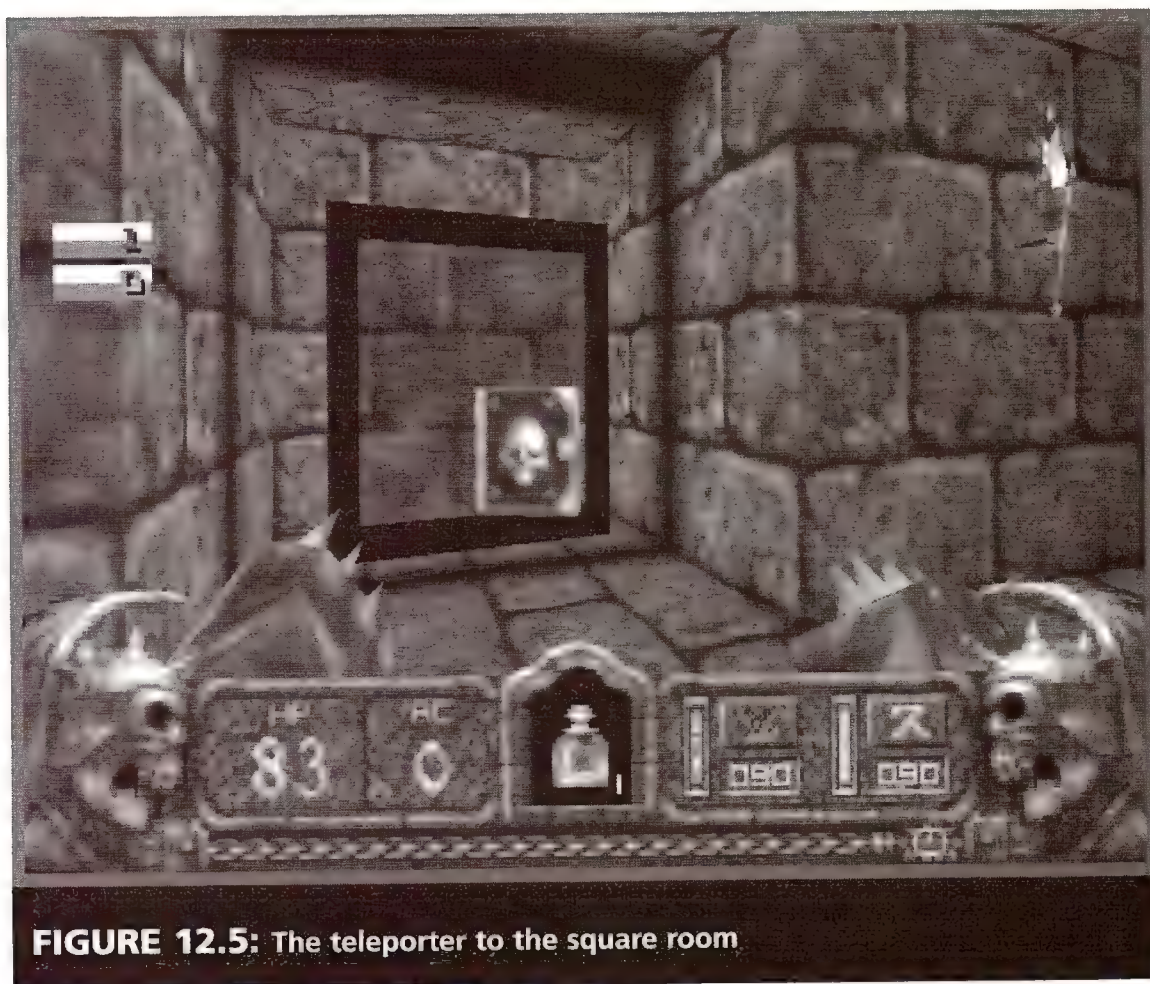


FIGURE 12.5: The teleporter to the square room

RECKLESS ABANDON (DEATHMATCH LEVEL)

This level has all the elements for some classic multiplayer battles. Multiple heights, bridges, plenty of corners, and a large open area. These are all the ingredients you need to have some serious butt-kicking action. As is often true in multiplayer games, the central area of this level is the one area where everyone will be rushing at the beginning of the game. The Icon of the Defender that lies on a central pedestal (as shown in Figure 12.5) is the reason for the magnetic pull to this area. He (or she) who possesses the Icon of the Defender is invincible—completely untouchable from any opponent's weapons—but only for a short time.

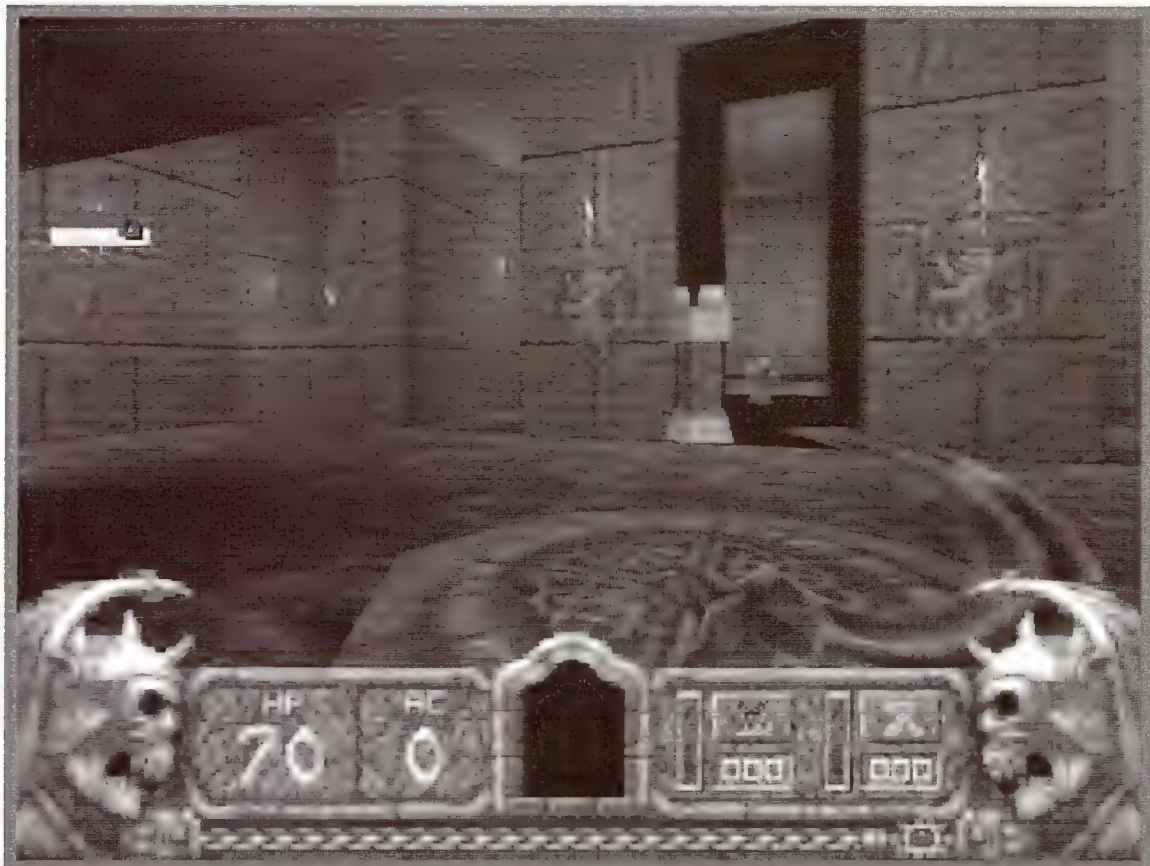


FIGURE 12.5: If you possess the Icon of the Defender, you're invincible!

Chapter 12 Multiplayer Actions

One thing that is not lacking in Reckless Abandon is a plentiful supply of mana and artifacts. There's simply no shortage of either (as you can see in Figure 12.6). As if to counteract the surplus of mana and items, there's a distinct lack of high-powered weaponry. This makes Reckless Abandon a level that requires greater use of your wits. The lack of powerful weapons also makes the possession of the Icon of the Defender much more important than it may otherwise be in a battle with full weaponry.

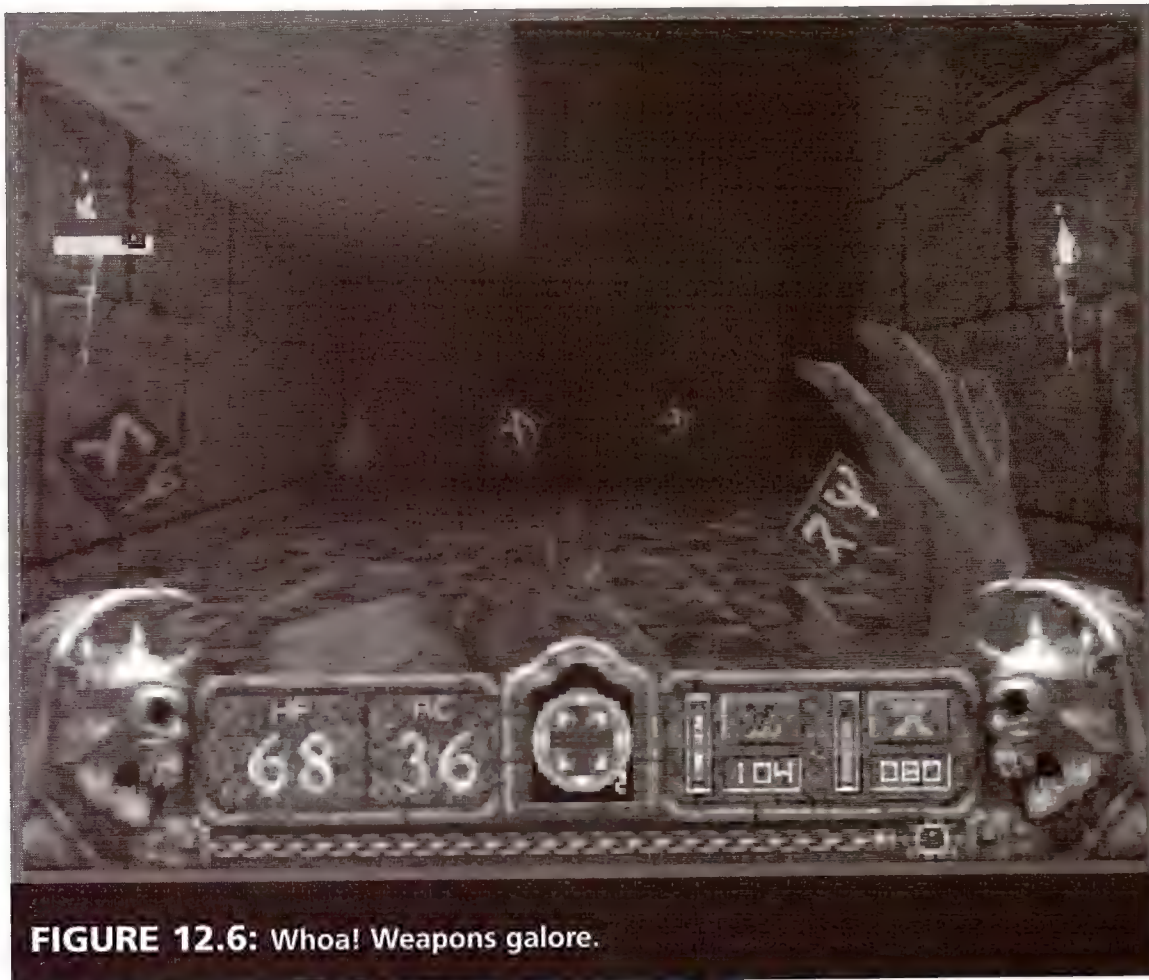


FIGURE 12.6: Whoa! Weapons galore.

The Levels

In a contest with more than three combatants, you must always be watching your backside. There are very few places without two or more entrance/exits. So, if you stop to gather your wits about you, an enemy may come along and turn you into a witness to your own death. The best way to handle this situation is to keep moving at all times. But, if you do have to stop, do it when you're on a high bridge (as shown in Figure 12.7). From this lofty perch, you can keep an eye on other players while exposing yourself to the relatively small risk of them hitting you on their first shot. The other great place to hide in this map is in the shadowy areas on the lower level. These areas are just dark enough that you can slip into a veil of shadow and wait to pounce on an unknowing passerby.



FIGURE 12.7: Watch out for vertigo here!

TEMPLE OF RA (DEATHMATCH LEVEL)

This is a simple level. It's essentially an octagonal (eight-sided) structure with a cross-shaped central section. Its totally wide-open design leads to some great chases along the wide corridors running around the perimeter of the Temple (shown in Figure 12.8). As is usual with multiplayer levels, there is a compelling reason for gamers to venture into the center of the Temple—where no doubt much danger will abound.

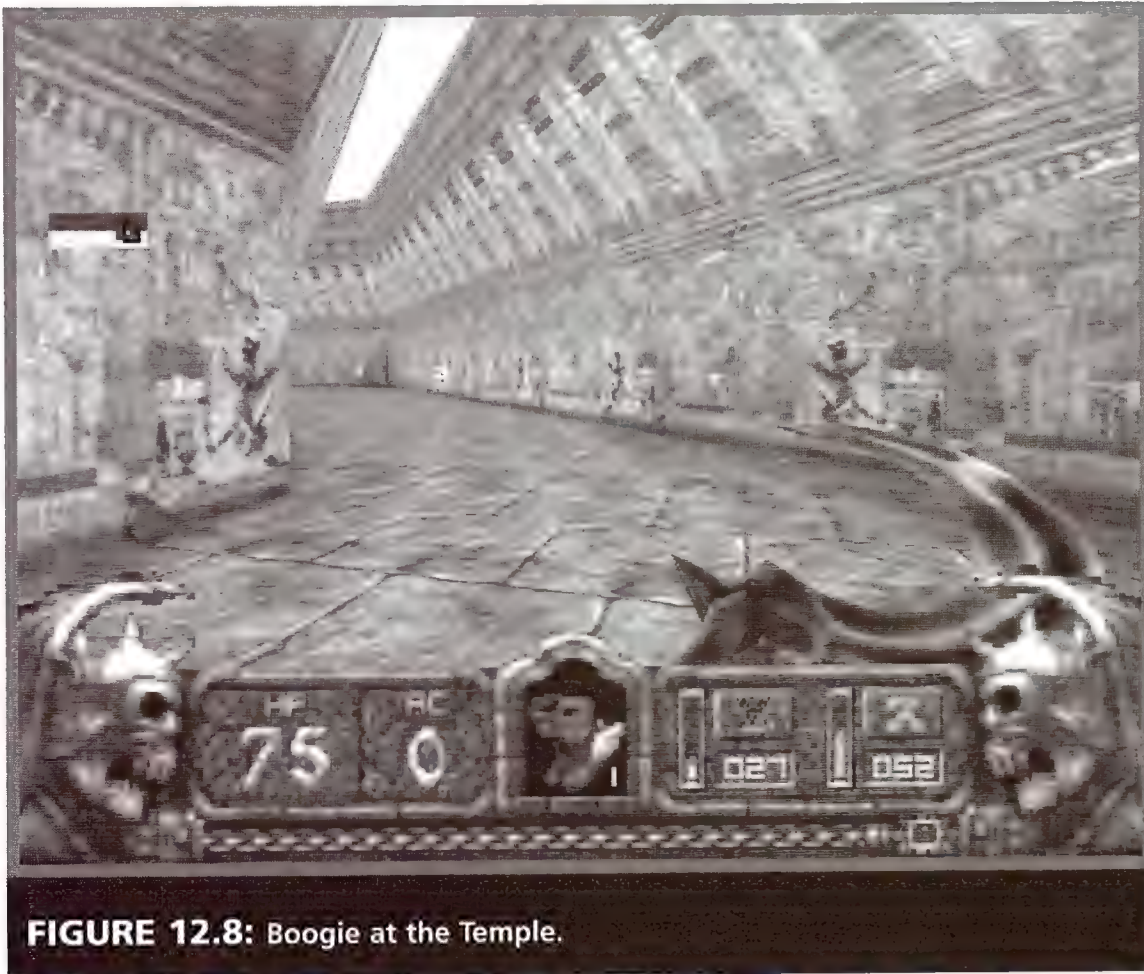


FIGURE 12.8: Boogie at the Temple.

The center of the Temple houses the first staff piece, an important ingredient in the most powerful weapon. Sure, there are plenty of #2

pieces in the outer corridors, but only in the center will you find the first piece (as you can see in Figure 12.9). The Temple also contains the usual assortment of goodies strewn about in abundance, and there's even an Icon of the Defender (invincibility) waiting in one of the entrances to the center.



Because of the wide open spaces in the Temple of Ra, you'll want to keep a good supply of ranged weapons close at hand when trying to nail down the enemy. If you can see them, they can see you—that means they'll be running (if they're out-gunned). Try to get your long range aiming down pat, and you should have plenty of success at this level.

TOM FOOLERY (DEATHMATCH LEVEL)

Tom Foolery is a large room with layered bridges and relatively complex tunnels running throughout. It's punctuated by a unique lava room which houses several elevators that will quickly get you to the upper levels. Be careful not to fall into the lava (seen in Figure 12.10) or you'll take some serious hits. Otherwise, this level is not unlike the other multiplayer levels in *Hexen II*.

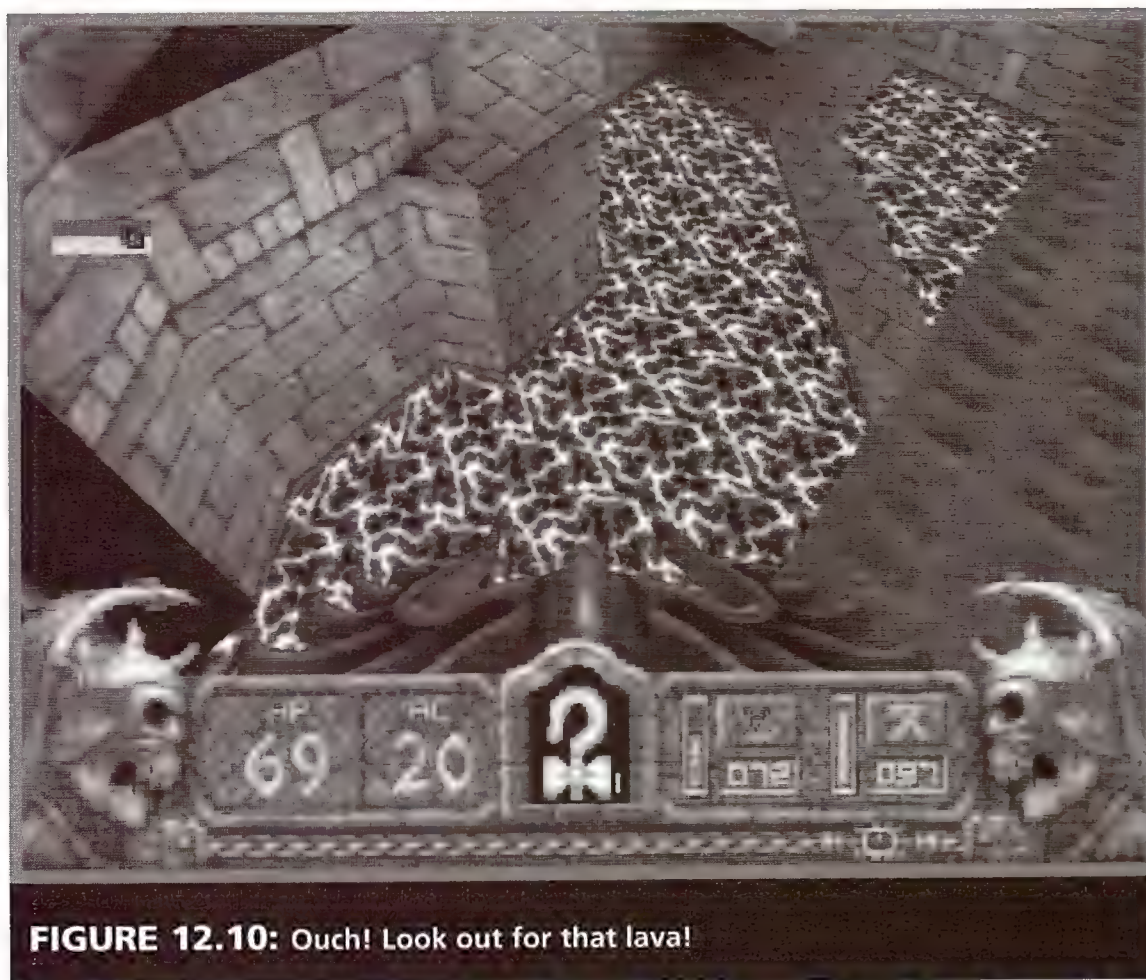


FIGURE 12.10: Ouch! Look out for that lava!

The Levels

Again, height is important in this level. If you're on the top level and you can catch your enemies fighting on the bottom floor, you'll have a feast of it. They won't know what's hitting them until you've killed at least one from above. On the lower levels, there are a couple of excellent shaded areas that you can hide in successfully; just be careful that you don't get pinned there. Some players automatically fire into the shaded areas to make sure that people like you aren't lying in wait. Even so, a darkened area can provide the best cover for an ambush as you can see in Figure 12.11.

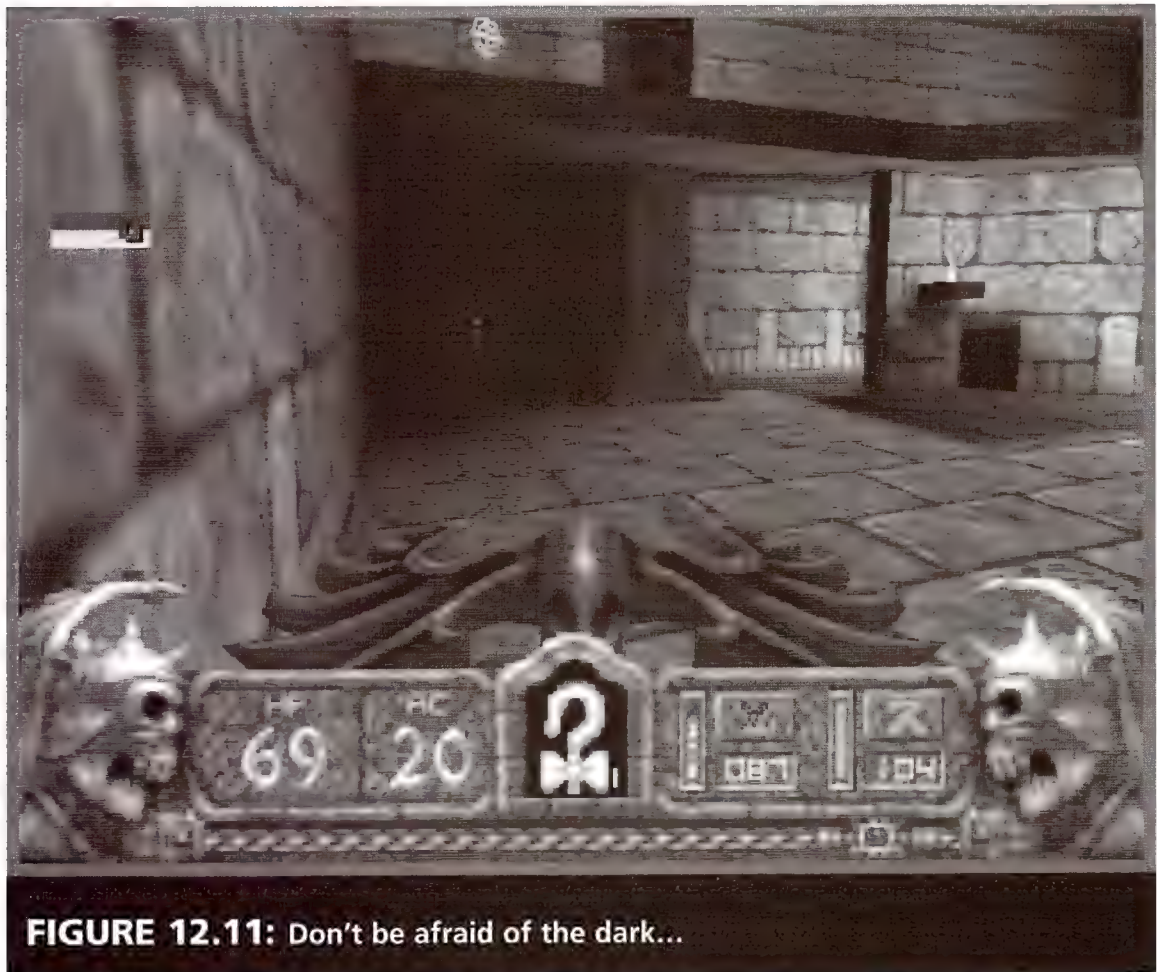


FIGURE 12.11: Don't be afraid of the dark...



COOPERATIVE PLAY

If you're in a flower-power, peace-and-love kind of mode, or you're just sick of going up against the computer one-on-hundreds, you can team up for cooperative play. This allows you to attempt to defeat the game using two, three, or even four players. The main concerns with cooperative play usually revolve around communication between players. As you can well imagine, four players can often have four very distinct ideas about how to solve a level's secrets. For this reason it's better to play such a game with all the networked machines in close proximity, that is to say within earshot of one another.

The other main problem with cooperative play is keeping the "cooperative spirit" alive and well. When one player tends to be taking the brunt of the enemy hits, or someone accidentally hits a player with an errant arrow, there can be serious repercussions. Humans being what they are, emotions can sometimes run high and a friendly cooperative game can turn into a Deathmatch before you know it. Just remember, you're all in it together.

THE CHARACTER CLASSES

One of the great aspects of multiplayer action in *Hexen II* is that you can choose from one of four character classes with which to head into the heat of battle. You can take the hardy Crusader to try to overpower your foes, or you can take the Assassin and attempt to win by sheer sneakiness. Whatever your choice of character class, the variety of enemies opens new doorways of enjoyment in multiplayer Hexen gaming.

PALADIN

The Paladin (Figure 12.12) is the warrior of the bunch. By that we mean that he is not a master of sorcery, nor is he extremely agile. However, he *is* able to really beat the stuffing out of an unprotected enemy with only his fists, so beware (or be aggressive depending on which side you're on). Paladin is able to move unencumbered through water (when you're in the third level), which can be a great advantage when he's engaged in marine combat.

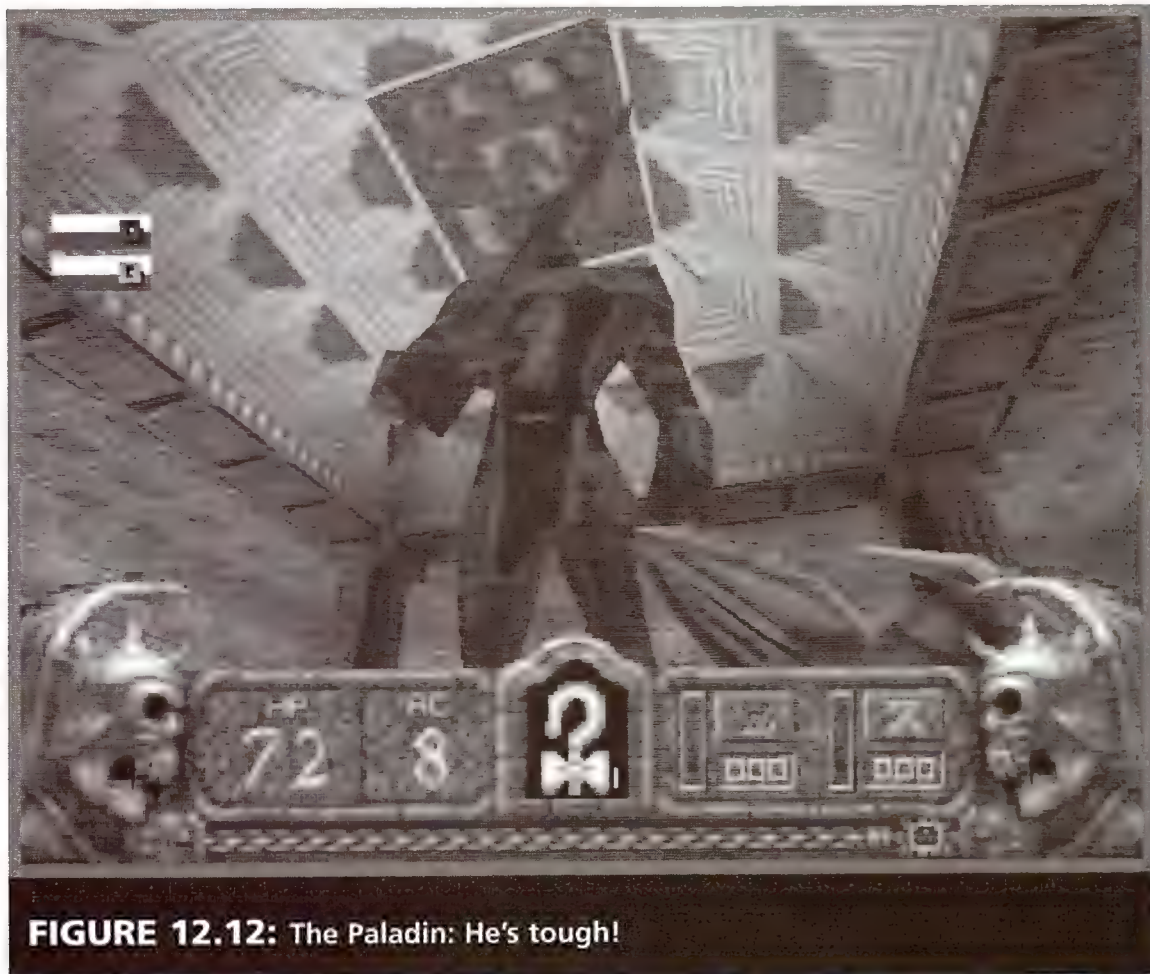
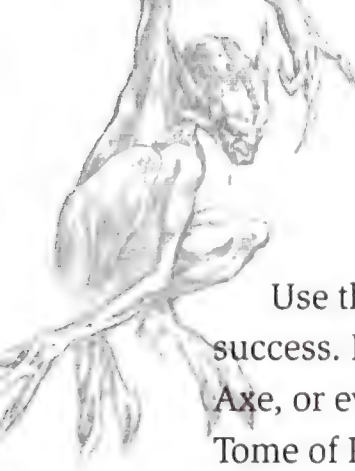


FIGURE 12.12: The Paladin: He's tough!



Chapter 12 Multiplayer Actions

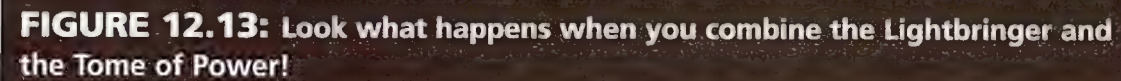
Use the Paladin as a harsh close-in fighter, hacking and slashing to success. If you're interested in hitting the enemy from a distance, get the Axe, or even better, the Purifier. As with the other characters, using the Tome of Power is always a good idea because of the incredible power boost it gives to even your mundane weapons. The best long-range weapon of the Paladin is the Purifier, in conjunction with the Tome of Power. This handy-dandy weapon throws enemy-seeking projectiles flowing out the end of the staff, just be sure you have plenty of mana before you get into a hot and heavy confrontation.

CRUSADER

The Crusader is perhaps the best character of the bunch. Sure, everyone will have a different opinion as to which character is the best, but the Crusader has some seriously cool (and deadly) weapons at his disposal, as well as solid armor protection. Quite simply, the Crusader is our character of choice for multiplayer action—but hey, that's just our opinion.

The Crusader becomes nearly unstoppable when you combine his incredible weapon arsenal with the Tome of Power. The Ice Mace is the second of these weapons. But, when combined with the Tome, it casts an ice shower that completely immobilizes the enemy, leaving the path clear for the Crusader to smash him/her into many frozen pieces. The Meteor Staff is equally powerful, and again, with the Tome it creates small whirlwinds that inflict serious damage on foes. These are both very impressive weapons, but wait until you see the Lightbringer in action with the Tome of Power as shown in Figure 12.13. It literally spews three distinct laser-like beams of deadly light at the enemy. Just in case it misses, the light bounces off walls on all sides creating an impossible, and highly damaging, grid of death. A Necromancer caught in this weapon's path will die nearly instantaneously.





ASSASSIN

The Assassin has a few distinct advantages when she's used in multiplayer mode, not the least of which is her ability to make her decidedly feminine physique virtually invisible when she's not moving. Yes, by standing still for a few seconds, the Assassin can achieve invisibility, thus making ambush the Assassin's chief mode of attack (see Figure 12.14).





FIGURE 12.14: If the Assassin weren't invisible, you'd see her now.

Using her invisibility, the Assassin can do extra damage when attacking (from behind) an enemy that hasn't been alerted to her presence. The stealth and general sneaky nature of the Assassin adds a great layer of fun to multiplayer games—it can really get under the skin of some of the players and it's fun to watch.

The Assassin's Staff of Set is a fabulous weapon when used in conjunction with the Tome of Power. Insects fly from the tip of the staff and chew away at the opponent until there's nothing left but a pile that resembles a chicken carcass. The bugs can limit the movement of some characters, making it impossible to run away.

N E C R O M A N C E R

The Necromancer is the most fragile of the characters, but he can also be the most deadly. His Sickie is special and has the ability to suck the life out of an opponent and transfer that life force to himself! As you can imagine, that can be very annoying in a multiplayer game. Be wary of a Necromancer that's gotten his hands on both halves of the Raven Staff; it's a very powerful weapon.

To defeat the Necromancer, try to get close and hit him hard with conventional weapons. He'll try to keep his distance and hit you with ranged weapons. The Necromancer's light armor is definitely his Achilles Heel—so when you hit him, hit him hard. If you are playing as the Necromancer, use the Tome of Power to destroy your enemies quickly. Then they can't inflict more than one or two rounds of damage on you. The Magic Missile and the Bone Fragments are both good mid-level spells, and can deal a decent amount of damage as shown in Figure 12.15.



MULTIPLAYER STRATEGIES

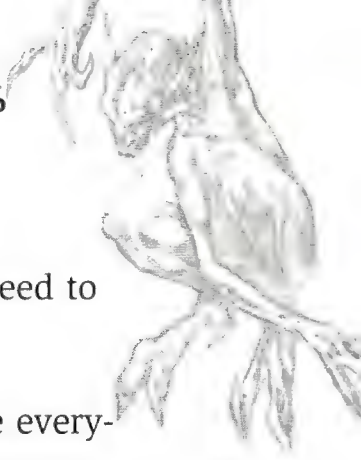
Although there will be as many individual multiplayer strategies as there are people playing *Hexen II*, it is still beneficial to have some basic truths listed for reference, especially for the novice gamers. Keep in mind, however, that these are just strategies that we found work well—we encourage you to follow your own path and discover new and exciting ways of vanquishing your foes.



FIGURE 12.15: Ouch! That could hurt.

GENERAL

- ✚ Always pick up as many “goodies” as possible—you never know when they’ll come in handy. As a general rule, the Tome of Power is the most important item for attacking and the Quartz Flasks are critical for keeping your hit points in the green.
- ✚ Use the Always Run option when playing multiplayer games. The enemies will most likely also be running all the time,



and that little extra oomph might be the edge you need to escape a Magic Missile headed your way.

-  Know the lay of the land. Being aware of just where everything is can be as important as having the fiercest weapons at your disposal. Often knowing where a nearby teleport or staircase is can help you make an escape or perpetrate an ambush.
-  Use your character's abilities to their maximum potential. Each character has a couple of special traits—use them to your advantage. The best example of this is the Assassin's ability to become invisible when standing still.
-  Grab the “big” weapons first, and quickly, because you can bet that your opponents are doing the same thing. There's nothing worse than getting hammered on ten times in a row because your enemies happened to pick up the ultra-powerful weapons before you had a chance to get yours.
-  Why do all the work when someone else can do it for you? When you see two players pummeling each other, step in after they're heavily wounded and kill them both. This is often an easy (but unpopular) way to get kills.

ATTACKING

-  Always attack with a full mana rack. When going up against one or more opponents in a tight battle, you need every advantage you can get. Having the maximum mana you can carry will help to ensure your more powerful weapons have the juice they need to carry out your wishes.

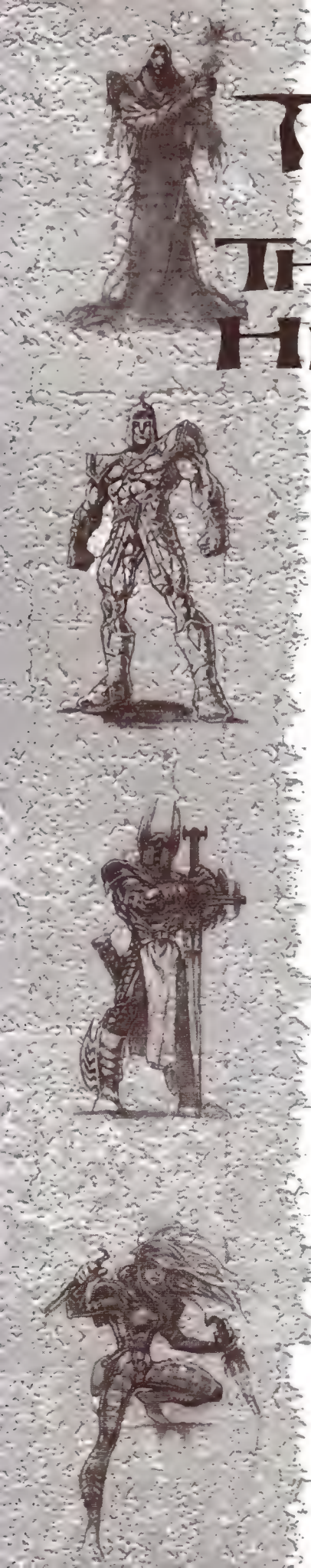


Chapter 12 Multiplayer Actions

-  Be sure to have the most powerful weapon you can get your hands on ready at all times. There's no second chance (to get a point back) so don't mess with experimentation in a tight battle, just go with the best.
-  Use your full item arsenal. It doesn't matter how powerful an enemy is; if you turn him/her into a sheep, they can't do much but get slaughtered by your hand.
-  Hit the enemy hard right away. Don't play with your opponents. Take them out as quickly and brutally as possible. This will not only add to the intimidation level, but it will keep you away from baaaad situations.

DEFENDING

-  Always stay in run mode. Being quick is the number one way to avoid getting pummeled.
-  Remember to pick up armor as you move through the levels, and if you're a Necromancer, be sure to grab the Amulets. Having a little armor can make the difference in a close fight, so always strive to keep it topped up.
-  Keep items like the Chaos Device (teleporter) and the Invisibility Sphere ready to use. It's hard for an enemy to hit you if you can't be seen, or better yet, if you're not even there. The Stone of Summoning is also handy because it will create a distraction your enemy cannot ignore while you run for your life.
-  Remember where the Quartz Flasks and Healing Vials are throughout the level. When you're on the run, you can often repair enough damage to turn and surprise your opponent with a fight.



THIRTEEN

THE MAKING OF HEXEN II

It used to be that a best-selling computer game could be created by a couple of teenagers with standard home computers in their parent's basements, but times have most certainly changed. In the last decade, computer game design has become more like a Hollywood movie production and less like a technical endeavor. For example, one recent game actually had a budget of 12.5 million dollars! Indeed, a modern computer game requires professional producers, teams of programmers, expert writers, highly skilled graphic artists, and, of course, buckets and buckets of money before it makes it onto store shelves—*Hexen II* is no exception. In fact, Raven estimates (conservatively) that it took 17 years worth of man-hours to complete!

Although it's impossible to really communicate the amount of effort a project like this involves, the next few pages do manage to give you a quick look at how *Hexen II* made the leap from the developers' minds, all the way to your hard drive.





Chapter 13 The Making of Hexen II

BUILDING ON THE BEST

The folks at Raven were in a unique situation—they didn't have to design *Hexen II* from scratch. Instead, they were able to use the incredible building blocks of the upcoming *Quake II* engine as a starting point for the sequel to *Hexen*. As Eric Biessman, *Hexen II*'s Lead Designer, explains, getting this new technology under control was a Herculean task in itself.

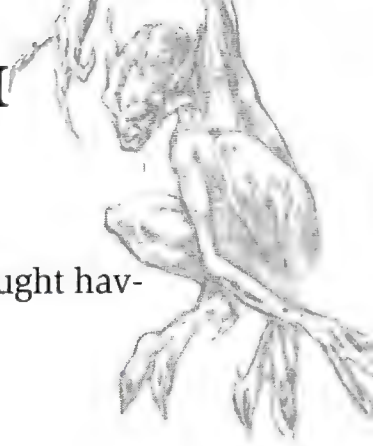
ERIC: *Our biggest hurdle was figuring out the technology on our own. The guys at id were extremely busy working on finishing Quake and then getting Quake II done (which is quite understandable), so we were pretty much left to our own devices. This turned out to be a very exciting time for us. We also changed the model format to allow easier texturing, and that was a big leap. It took us quite a lot of time.*

Without a doubt, the guys at Raven were able to take the incredible software behind *Quake*—already a classic game—and make it even better. We asked Eric if the use of this early version of the *Quake II* engine sets *Hexen II* apart from the rest of the first person perspective action games on the market:

ERIC: *I guess that we'll have to wait and see. We are the first game (other than Quake) to use the Quake engine, and that gives us a big advantage. I think that our environmental effects really separate us from the rest of the upcoming projects. And our player classes, weapons, and creatures are pretty original concepts also. The list is pretty long, so we'll see what the future brings.*

The *Quake* engine is obviously a powerful tool—something that can enable clever game designers to make a completely immersive

The Making of Hexen II



environment. We asked Eric how much of an advantage he thought having this software at their disposal was to the Raven team.

ERIC: *Mostly, things just look better when they are made out of polygons, and this is what the Quake engine is based on. Polygons also allow art to be completed quicker because there is less “touch up” time than (with) sprites. The use of the Quake engine enabled the designers to really create a sense of realism in the world they were designing.*

THE PATH TO COMPLETION

Sure *Hexen II* was built on existing technology, but that doesn't mean that there wasn't a huge amount of work that needed to be done to bring the world of *Hexen II* to life. The team consisted of five programmers, four designers, eight artists, two animators, two cinematic animators, one music man, and one sound man. That's 23 people who worked directly on *Hexen II* for over a year and a half! In the timeline below, Eric Biessman gives a brief look at the sequence of events that led to the development of this great game.

-  Everything started in November of 1995...
-  Raven visits id Software and sees the *Quake* engine for the first time. Completely blown away.
-  Raven meets with John Carmack and John Romero (the guys who designed *Quake*).
-  Raven is given the *Quake* technology, and jumps in feet first by experimenting with finding better ways to texture models.
-  The *Hexen II* designers begin to learn *Quake*.



Chapter 13 The Making of Hexen II

- ✂ John Carmack and Tim Willits (from id) visit Raven and give a very brief description on the technology, then return to work on the incredible *Quake II*.
- ✂ Raven changes the model structure to allow face texturing.
- ✂ Raven changes the animation rate to be 20 frames per second as opposed to *Quake*'s 10 frames per second. This change makes the animation appear smoother and more fluid.
- ✂ Brian Raffel, Eric Biessman, and Ben Gokey plan out the basic game from start to finish.
- ✂ The rest of the team is added into the meetings and the game is flushed out more.
- ✂ Work, work, work.
- ✂ The team enters crunch mode and kills themselves for half a year to try and get the game out in a great window of opportunity.
- ✂ Raven is acquired by Activision.
- ✂ The game is completed in September of 1997.

THE BURNING QUESTIONS

Beyond this look at the development process, we wanted to get a better sense of Raven's vision and goals for *Hexen II*. In early September, just as the final elements of the game were being assembled, we managed to catch Eric and a few members of the *Hexen* team and asked them the following questions.

Q: From the Start, what was the 'Vision' for *Hexen II*? What did you want to achieve?

The Making of Hexen II



A: Essentially, we wanted to take what was great about *Heretic* and *Hexen*, and then add more to it. We wanted to create the pinnacle of first-person fantasy shooters. We took some nice puzzles and mixed in just the right amount of action to keep the player constantly thinking *and* moving. It came out a great mix. The biggest goal was to make a fun game. That's what every game designer's goal should be.

Q: When you started out creating *Hexen II*, what were the main goals, and were they met?

A: Well, the main goal was to create a fun and immersive game. I think that the goal was met quite nicely. We are all very happy with the game, and I think that it should be a lot of fun to both experienced gamers and people new to this genre. We really tried to open up the world of 3D, first-person shooters, and I believe that it was accomplished. That should always be the goal when you are making a game—make sure that it is fun and exciting. Some games look incredibly beautiful, but pale in the gameplay area, while some games look horrible but are fun as hell. We tried to find one that looked great and played even better.

Q: What was the most difficult part of bringing *Hexen II* to life?

A: The speed. As with all games, there were plenty of ideas that we had that we just couldn't pull off because of time constraints or technology constraints. We had some great ideas that were impossible to do right because they would have slowed down the game too much. In the end, we have more than enough new and creative stuff. But at the same time we tried to keep some of the old standbys.

Q: Were there any efforts made to enhance or modify the physics model in *Hexen II* to make it more realistic?



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A: Mike Gummelt, our scripter, went *way* out of his way to make everything more realistic. It's amazing what he was doing with the weapons and the creatures. Very cool. Things like the catapult and the ballista, they are all based on his physics model. He also added things like pushable objects, liftable objects, and the ability of creatures and characters to jump through windows. The biggest change that he added was impact damage. For example, when things fly through the air and smash into things, they give and take damage.

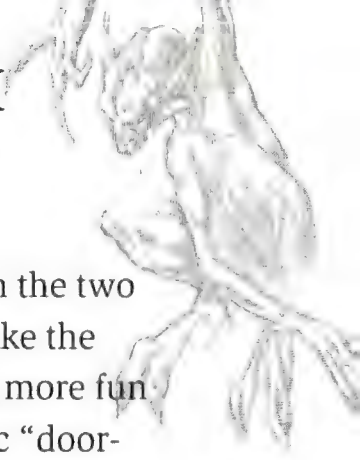
Q: How were the sound effects created? Are there any stories about this you can share?

A: Most of the sounds came from a sound library, and the only interesting story is the "Steve says" story. Steve Stringer, our producer from Activision, sent a couple of us mail out of the blue that contained one .WAV file. It was a sound from a 'See and Say,' and it said "The sheep says Baahhhh bahhhh..." Well, when we put together the demo, we added the funny credits. When Steve's name appears, you can hear Eric Biessman say "Steve says..." and then Tom Odell and Rick Johnson 'bah' like sheep. It's definitely an inside joke, and I think that people are still trying to figure it out. Hopefully, this will clear it up.

Q: *Hexen II* seems very unique in its puzzle structure. In particular, many of the puzzles are much, *much* deeper than other games of this genre. For example, getting sand, melting it to make glass, then grinding a lens—that's cool. Did you purposely set out to achieve this distinction?

A: We pretty much set up the hub system to create a nice balance between puzzle and action. You will notice that some of the areas are more puzzle orientated, but they still have a good amount of action, while others are more action orientated with a nice amount

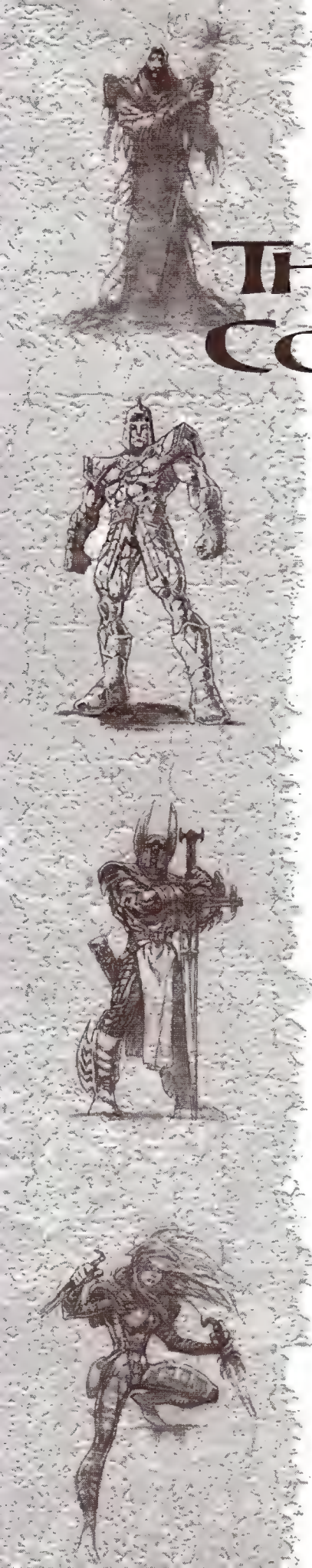
The Making of Hexen II



of puzzles. It is always hard to find a nice balance between the two areas, but I believe that *Hexen II* does a nice job. We also like the way that multi-level puzzles work. We find that it is much more fun to have to overcome several obstacles instead of the classic “door-key” puzzle or the “find the n th switch” puzzle that was prevalent in *Hexen*. We want people to keep on their mental and physical ‘toes’ while still having fun. The types of puzzles that we used in here definitely help with that.

Q: What’s next for Raven? Anything you can talk about?

A: Well, we can’t say what our next projects are going to be. Heck, we don’t even know, but we can tell you this: We are going to continue to make great games. We love doing this, and that is what is important. We’ll keep making games that we enjoy, and we hope that others will continue to enjoy them also.



APPENDIX

THE HEXEN II CONSOLE

The *Hexen II* Console is a special command-line interface that enables you to make a multitude of adjustments that go much deeper than the options you can access through *Hexen II*'s standard menu system. There are literally hundreds of commands in the Console—too many to list here. So instead, we wanted to acquaint you with the basic Console. Once you learn the basics about the Console commands here, you can probably find many “newly discovered” Console codes on the Internet at the various *Hexen II* sites.

WHAT IS IT?

You can see the *Hexen II* Console every time you start the game. As *Hexen II* boots, commands quickly scroll by, line by line, as the game loads (see Figure A.1); these commands are essentially the Console. It's almost like an operating system, with *Hexen II* running on top of it. Or, to look at it another way, *Hexen II* is like a game running under the Console operating system. The Console can be activated by pressing the tilde (~) key.

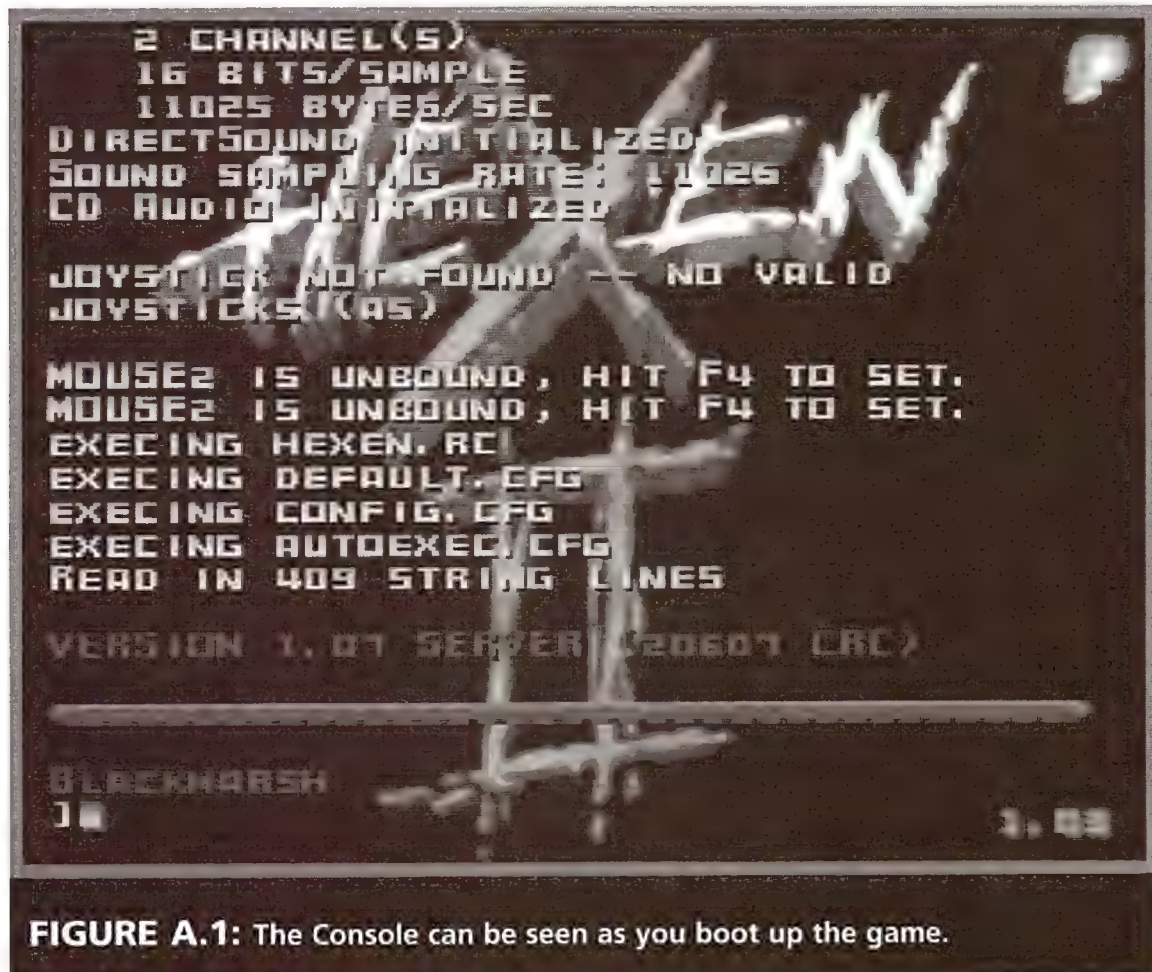
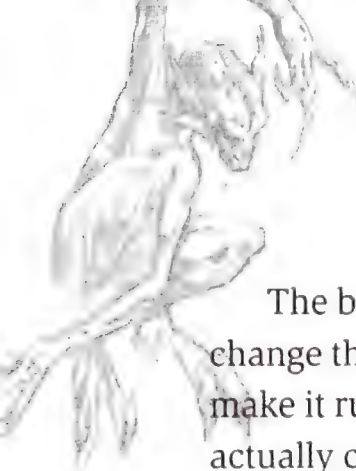


FIGURE A.1: The Console can be seen as you boot up the game.



Appendix The Hexen II Console

The benefits of the Console are many. For example, you can actually change the environment in which you play, or augment your character to make it run faster, or even enable it to fly. The Console also allows you to actually control the character directly through the interface—jumping, running; you name it, it can be done.

Along with the myriad of cheats and tweaks that can be accomplished through the Console, it is also useful for what is probably the most important function of all: debugging. This is one area of the Console you'll probably have very little interest in, and you probably won't even need to use its power. But for some propeller-heads (programmers) it can give extra insight into how the game functions. For example, you can establish the frame rate (how fast the game is running), or monitor various parts of your system as they interact with the game.

⊕PERATING THE C⊕NS⊕LE

The Console is always there, lurking behind the game and waiting for you to activate it. To gain access to the Console, press the tilde key at any time. You'll notice that the top half of the screen drops down to reveal the command-line interface of the Console, as shown in Figure A.2. Once in the Console, you can type in commands and execute them by pressing the Enter key. There are other ways to access the Console as well, but we'll let you more advanced gamers figure those out yourselves.

TYPES OF COMMANDS

There are several distinct types of commands that can be utilized through the Console, many of which you'll likely never have a need or a desire to take advantage of, but we'll mention them all anyway.

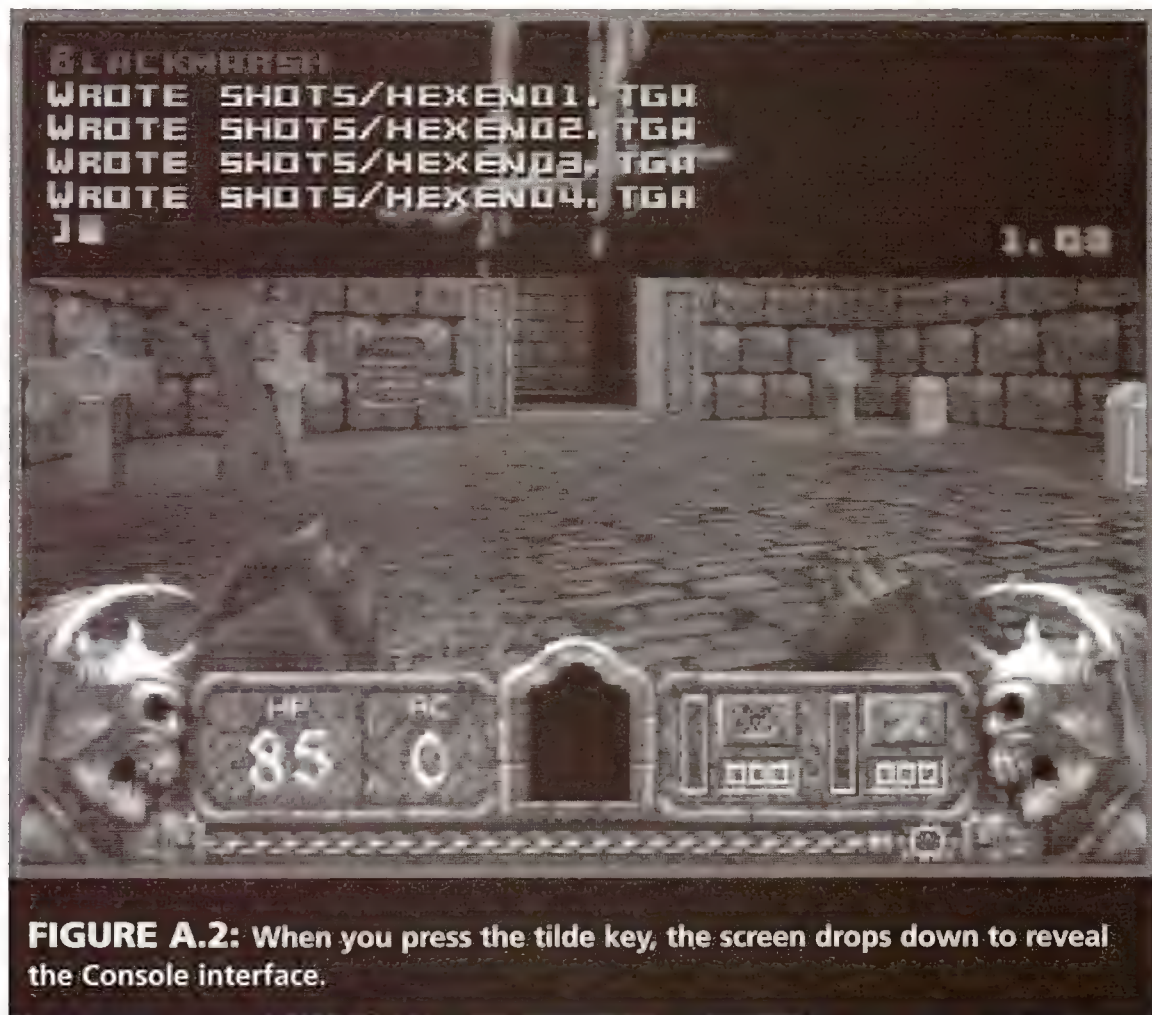


FIGURE A.2: When you press the tilde key, the screen drops down to reveal the Console interface.

SPECIAL KEYS+ROKES

There are a handful of special keystrokes that can be used while operating the Console. As you will see from their descriptions, they are handy-dandy tools that make your work in the Console a heck of a lot easier.

-  **Up arrow:** Pressing this key allows you to look backwards through the previously issued commands to see what you've been working on. The Console's view screen is short, but fortunately, the Console remembers previously entered commands so you can see what you were working on five minutes ago.
-  **Down arrow:** This works to scroll back the command list after you've used the Up arrow.
-  **Page Up/Page Down:** These keys enable you to skip a page up or down in the Console.

THE BIND COMMAND

The Bind command is one of the most important all-round commands in the Console. It enables you to bind certain functions of the Console to a mouse button or keyboard key. For example, when writing this book, we typed in the command **BIND MOUSE 2 SCREENSHOT**, and voilà, we could take screenshots just by hitting the mouse 2 button, as shown in Figure A.3. But that's actually just the tip of the iceberg for the Bind command. In fact, you can actually set a single keystroke to launch a series of actions such as duck and fire, or run then duck. The power of the Bind command is really only limited by your imagination and the practicality of the command set. Go crazy!



VARIABLE COMMANDS

Variable commands affect the settings that affect the player's abilities and some of the properties of the gaming environment. These commands are many, and their total scope still remains a mystery at this writing. But we'll let you in on the more important variable commands we've discovered.

 **Name:** This command enables you to change the name of your character for multiplayer games.



FIGURE A.3: You can set the Bind command to take capture screens, make your character do a series of actions, and a whole lot more.



Appendix The Hexen II Console

- ✂ **_cl_color:** This enables you to change the color of your character. The color of the character is represented by a number, so you would type **_cl_color #**.
- ✂ **cl_forwardspeed:** This enables you to change your forward speed into run mode.

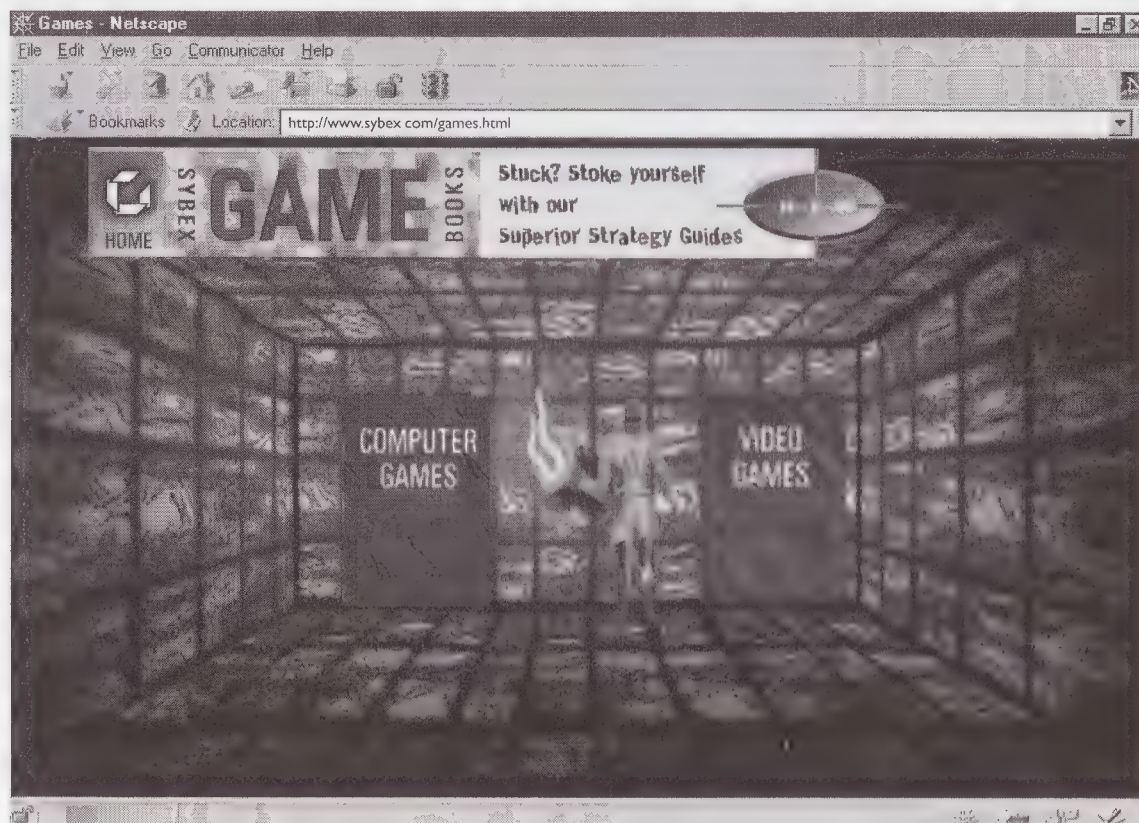
COMMAND TOGGLES

These variables do not have a range or function; they can either be turned on or off. Despite their seeming lack of versatility, these commands tend to be some of the more fun Console commands. They enable such niceties as God mode and the ability to fly. These toggles require only that you type in the command; you don't need to enter a value after the command. (To turn off the command, type the command again.) Here are a few examples:

- ✂ **God:** This puts you into God mode
- ✂ **Crosshair:** Gives you a crosshair. Use **Crosshair 1** to turn it on and **Crosshair 0** to turn it off.
- ✂ **No clip:** This enables you to walk through walls.
- ✂ **Fly:** Maybe the Flying Nun had this command.
- ✂ **Pause:** Pauses the game.



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About the Author

Brett Skogen has worn many hats in the gaming industry: reviewer, strategy guide editor, marketing specialist. Now he's writing. What's next? "As long as it's head-to-head."

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0782122116 - ACCEPT
Hexen II Official Strategies & Secrets
68-Education & Teaching
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ISBN 0-7821-2211-6 \$19.99

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